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SUPER NES
TMNT
TOURNAMENT
FIGHTERS

MEGA MAN X

Fast Action Super Blast

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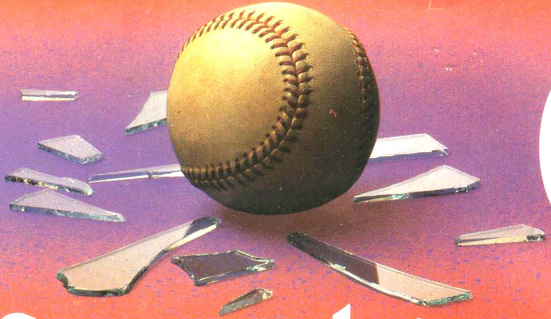

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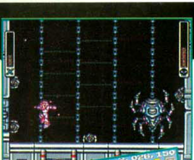
GAME REVIEWS



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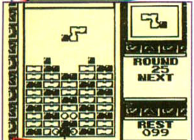

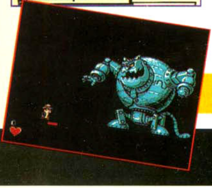

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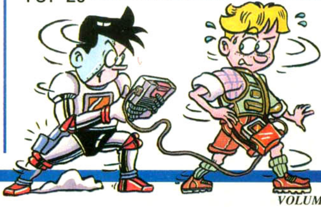
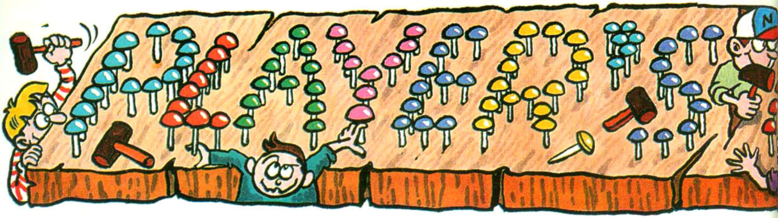
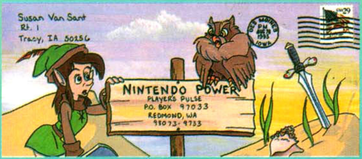




I'm a 19-year-old artist who loves Zelda. When I was in the 7th grade I had potential to be a good artist, but I lacked creativity. Since I had no real interests, I didn't work on my ability. But that changed when I received The Legend of Zelda on my 13th birthday. I was hooked instantly. When I wasn't playing it, I was drawing it. I tried so hard to draw Link just like the instruction booklet. As I grew older, I expanded and drew new poses and made up my own characters. I now have my own style and I enclosed my own unique Link as an example. Thank you Nintendo for inspiring me through those critical years. You've helped me to let my imagination go and now I draw nearly anything. Who would have thought that a little character like Link could have such an impact? I'm going to college now to major in graphic design. Thanks again.

Susan Van Sant
Tracy, IA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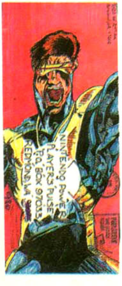
SHOWCASE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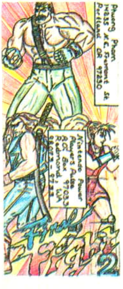
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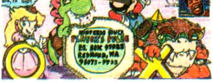
Final Fight 2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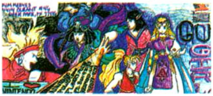

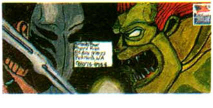

I enjoyed reading your article on the making of Super Empire Strikes Back. You should have an article on all the steps there are to make a video game.

Andrew Ortega
Panorama City, CA

In your September issue in Player's Pulse, you asked how I liked the Making of Super Empire Strikes Back article. I loved it! And I definitely want to see more! I'm very interested in how video games are made, and your article was very informative. You should print articles like this as often as possible. I can't wait until the next one!

Ben McBride
Fort Lauderdale, FL

I like the fact that the first "The Making of" article was based on Super Empire Strikes Back, but that's still not enough to make it an interesting section. I think this article is boring and a cheap way of killing space. Why don't you use space to increase coverage for Classified Information or Counselors' Corner?

Danny Miu
Elmhurst, NY

Thanks for the input, Danny, but like the saying goes: "Everyone's entitled to their own opinion." Yours just happens to be in the minority. Almost every response wanted to see more of this type of article.

The topic is: How does this Bonus Issue stack up against last year's Bonus Issue? Let us know your thoughts on the special articles and extra goodies!

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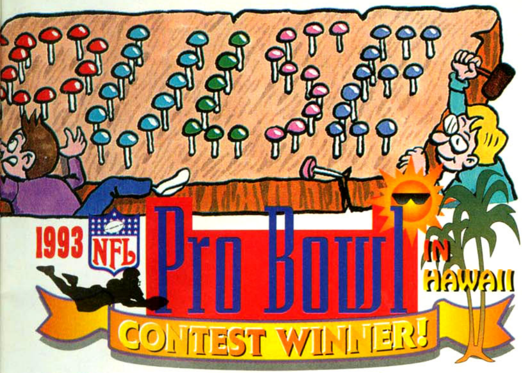
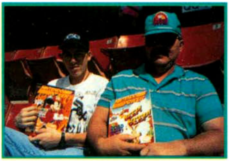


Jonathan Hoff, from Hutchinson, Minnesota was selected as the Grand Prize winner of the Player's Poll Contest in Volume 42. A trip to beautiful Hawaii to watch the 1993 NFL Pro Bowl was the prize. Jon and his father, Gary, stayed at the same hotel in Honolulu that many of the players stayed at, so they got a chance to meet some of them. Poolside with the pros. Pretty rough, huh? The weather, of course, was excellent. Quite a change from the weather in Minnesota. In fact, when we made the call to Jon to inform him that he had won the Grand prize, he was just getting back home—from riding a snowmobile!



Just in case the action in the football game got a little slow, as Pro Bowls often do, Jon and Gary had a couple of fresh copies of Nintendo Power on hand!

EDITOR'S CORNER

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X

Ah, the first issue of 1994! And we're going POG wild. All Super Power Club members are receiving a very special set of Mega Man X milk caps with this, the January '94 Bonus Issue. Once you've punched the six milk caps out of the carrier sheet, you can do several things with them. For starters, you can play with them! If you don't know how to play the milk cap game, check out the inside back cover of this issue to find out. All Club members in Hawaii will know what to do with them because milk caps are all the rage on the islands. Whatever you do, hang on to them, because like trading cards--they're very collectible.

Gail Tilden
Editor in Chief

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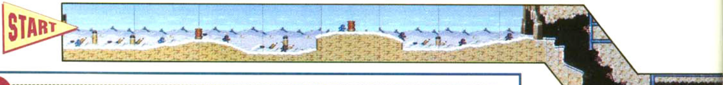
MEGA MAN X™

Mega Man's tour de force mission is upon us! Finally, the eleventh game in the Mega Man series marks Capcom's first foray into the Super NES realm. While there are no major surprises, there is more of the same excellent game play that all Mega Man games possess. Let's see what X can do!

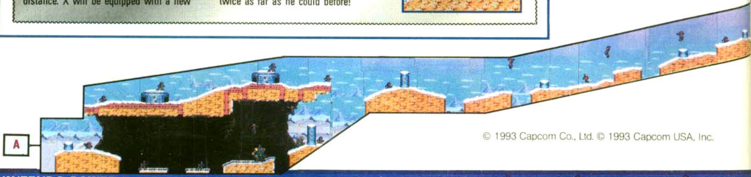
CHILL PENGUIN

Sigma, former leader of the Maverick Hunters, has employed fellow robots to exterminate all human life. X figures that by defeating several Maverick Hunters, he can help ZERO, the new leader of the Maverick Hunters. Chill Penguin comes first.



① ACCELERATION SYSTEM

Designed to be used in emergency situations, X's Acceleration System allows him to dash ahead quickly for a short distance. X will be equipped with a new set of boots when he exits the chamber. This power will be invaluable to X. It will allow him to jump distances up to twice as far as he could before!



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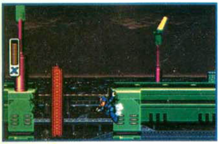
DR. LIGHT'S LEGACY

Dr. Cain uncovered Dr. Light's lab many years after the brilliant scientist had departed from this world. Buried under several meters of top soil and rubble was X, the most advanced robot the world had ever seen. This robot actually had the ability to think and reason. Using X as a model, Dr. Cain began producing "reploids," a whole new line of robots based on X. Less than a year passed before something went wrong with the reploids. Uh-oh.

HANGIN' WITH X

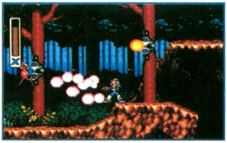
No longer does "not quite" making a jump spell instant doom for Mega Man. X is equipped with an enhanced traction control system, which allows him to stick to the walls. He will slide, because of the forces of gravity, but can he boost himself back up.



X couldn't quite clear this extra-long gap, but by clinging to the vertical portion of the bridge, he can jump up until he makes it up to the top.

X-PLOSIVE

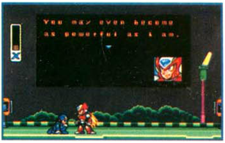
Far superior to the Mega Buster, X's X-Buster takes the power of his trusty Arm Cannon to new levels! With his Variable Weapon System, X can now switch between the X-Buster and any other weapon he has acquired by pressing the L and R Buttons.



Blowing things up is cool. X can Power-Up any of the special weapons that he acquires, not just the X-Buster. Dr. Light really had it goin' on!

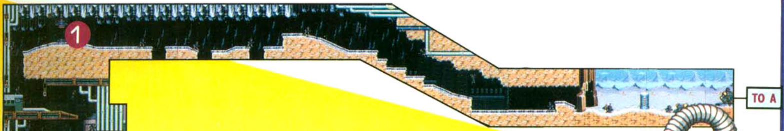
ZERO THE HERO

ZERO saves X from Sigma when they meet for the first time at the end of the introductory stage. X hopes that he will be able to join forces with the leader of the Maverick Hunters. Before he can do that, he must improve his weapons systems.



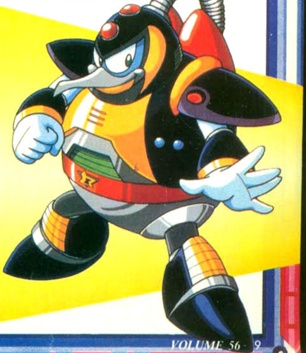
You may even become as powerful as I am.

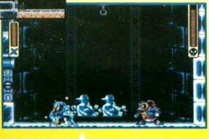
ZERO offers X some digital words of encouragement after he saves him from certain doom at the hands of Sigma. The challenge begins at this point!

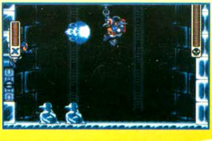


THIS RARE BIRD CAN REALLY FLY!

Chill Penguin can't fly, but he is fairly fast, especially when he launches himself at you! It's best not to move too close to him. Stay back, charge up the X-Buster, and let him have it from afar. Don't shoot while the blizzard effect is in force—it's useless.



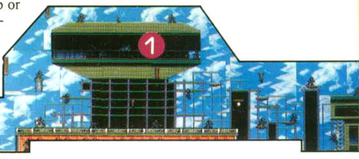


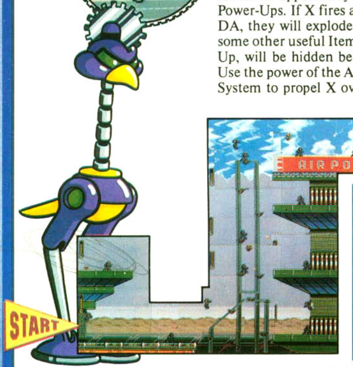


Don't get caught in Chill Penguin's chilly freeze ray. He'll crash right through the ice penguins and into you! Stay back or better yet, stay up on the walls and blast away at him.

STORM EAGLE

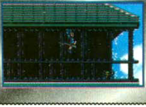
Storm Eagle's domain provides X with an X-cellent opportunity to go hunting for Power-Ups. If X fires at the tanks marked DA, they will explode. A Power-Up or some other useful Item, possibly a 1-Up, will be hidden behind them. Use the power of the Acceleration System to propel X over some of the long gaps and to infiltrate otherwise inaccessible areas. Jumping and clinging to walls is a must in this stage.





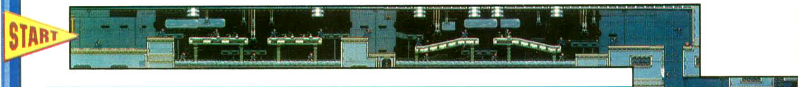
1 BLOW THE GLASS!

It's imperative that X go through this area. Shoot either end of the section enclosed by glass windows to open it up. Blowing up the maverick robot near the middle of the corridor will cause the window wall to shatter. A valuable Sub Tank will be revealed. Don't you dare miss it!



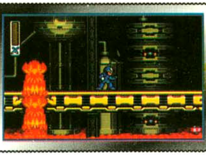
FLAME MAMMOTH

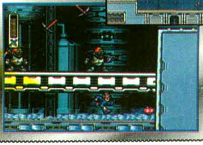
If you enter Flame Mammoth's stage before completing the Chill Penguin stage, everything will be ablaze and you probably won't be able to get the Heart Tank! This stage is definitely easier to handle after Chill Penguin has been iced.

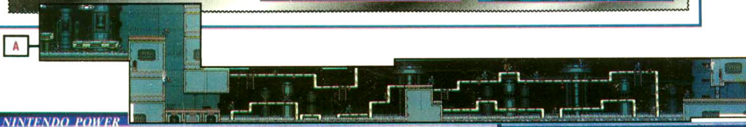


1 NO FIRE

The first photo here shows what Flame Mammoth's stage looks like before defeating Chill Penguin. The second photo shows the aftermath of Chill Penguin's demise. When the flame pits have been extinguished, X will be able to get to the crucial Heart Tank located near the middle of the stage.

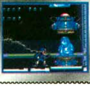


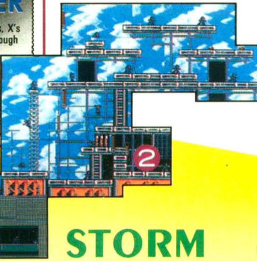


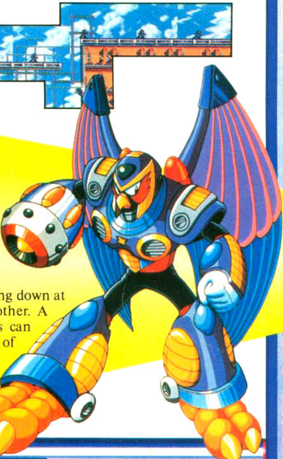


② HELMET POWER

Another one of Dr. Light's fantastic inventions, X's Helmet Enhancement allows him to break through bricks and various other structures above him. It also allows him to resist more damage to his head by hits from above.

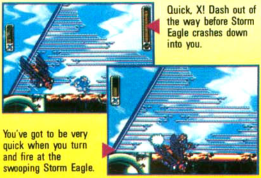






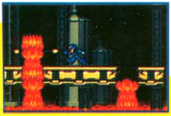
STORM BRINGER

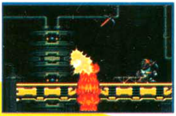
Storm Eagle attacks by swooping down at X on one side and then the other. A pack of four mechanical birds can also be sent to attack. Dash out of the way when Storm Eagle swoops and quickly turn and fire when he's at your level.



Quick, X! Dash out of the way before Storm Eagle crashes down into you.

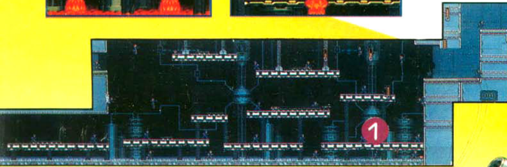
You've got to be very quick when you turn and fire at the swooping Storm Eagle.

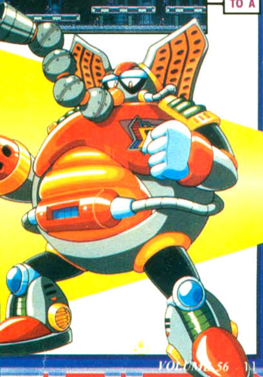




RETREAT AND REDIRECT

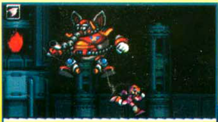
You can make it through this stage without defeating Chill Penguin first, but you'll have to deal with the fire blasts as well as the regular maverick robots.





MORE THAN HOT AIR

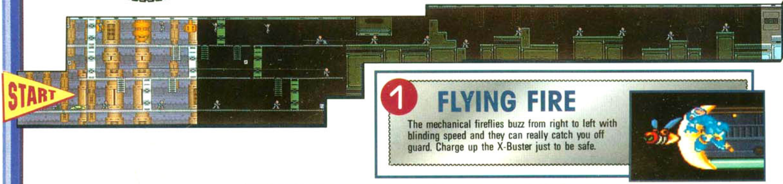
Flame Mammoth's lair is larger than other boss hideouts. Make good use of the Acceleration System to sprint away from the fire shooter. Blast him from afar with the weapon you picked up from Storm Eagle.



Sprint right under Flame Mammoth when he jumps at you and then lambaste him with Storm Eagle's offering to you.

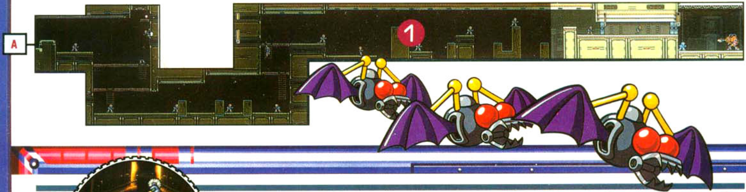
SPARK MANDRILL

Spark Mandrill controls the lights in his stage. It's not always easy to see where you're going or where you need to go because the lights go off and on. The area near the end of the stage with the bottomless pits should be traversed cautiously.



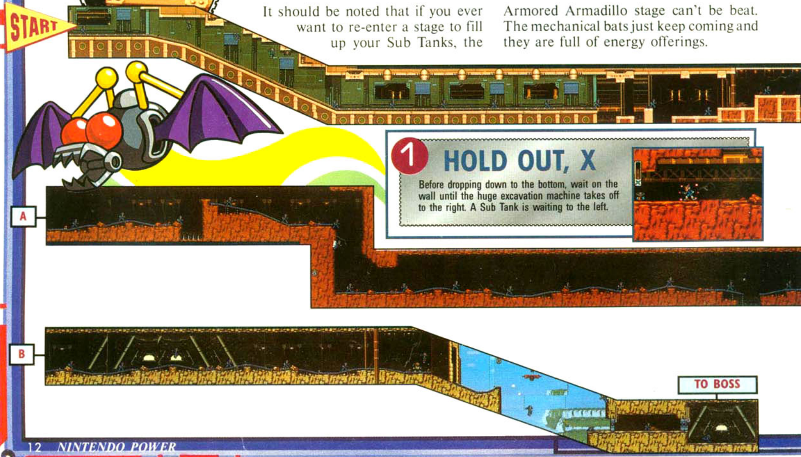
1 FLYING FIRE

The mechanical fireflies buzz from right to left with blinding speed and they can really catch you off guard. Charge up the X-Buster just to be safe.



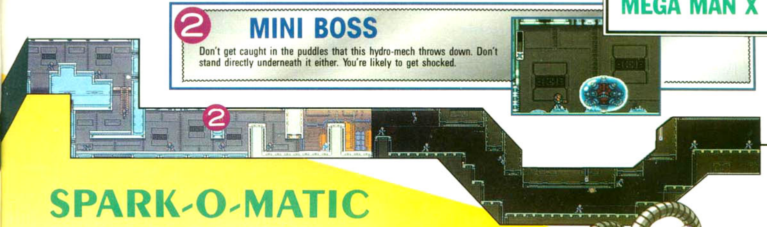
ARMORED ARMADILLO

It should be noted that if you ever want to re-enter a stage to fill up your Sub Tanks, the Armored Armadillo stage can't be beat. The mechanical bats just keep coming and they are full of energy offerings.



1 HOLD OUT, X

Before dropping down to the bottom, wait on the wall until the huge excavation machine takes off to the right. A Sub Tank is waiting to the left.

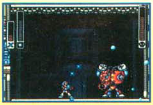


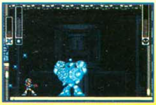
② MINI BOSS

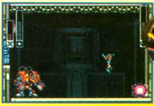
Don't get caught in the puddles that this hydro-mech throws down. Don't stand directly underneath it either. You're likely to get shocked.

SPARK-O-MATIC LIGHT SHOW

Spark Mandrill's light show presentation isn't very impressive. Send him to the robot scrap heap by pelting him continuously with the Ice Beam. He'll shoot out a large energy burst, but you can easily jump over it.

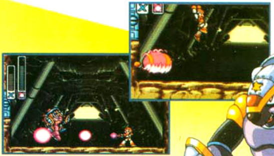

Don't worry if one of your shots reflects off him. Keep shooting!

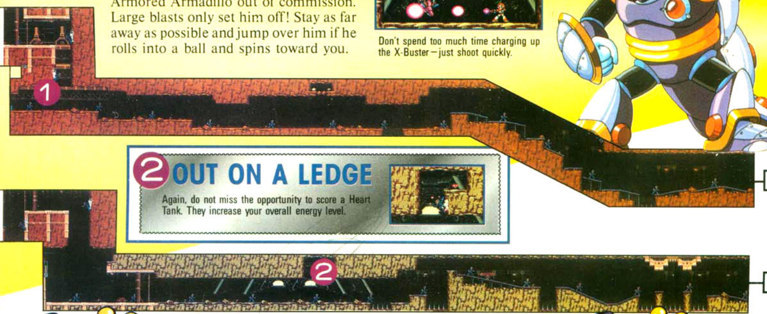

Freeze the hulking robot in his tracks with the Ice Beam.


The energy burst travels along the floor and up the far wall. Jump!

RULER OF THE MINE SHAFTS

Use small electrical blasts to knock Armored Armadillo out of commission. Large blasts only set him off! Stay as far away as possible and jump over him if he rolls into a ball and spins toward you.


Don't spend too much time charging up the X-Buster—just shoot quickly.

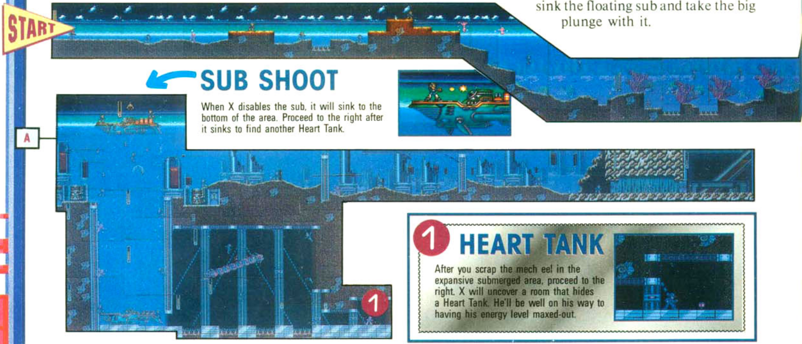


② OUT ON A LEDGE

Again, do not miss the opportunity to score a Heart Tank. They increase your overall energy level.

LAUNCH OCTOPUS

Launch Octopus' stage is probably one of the most difficult out of the initial eight. The strength of the maverick robots and the danger of the natural surroundings makes it that way. If you get swallowed by a mechanical fish (and you probably will), just shoot your way out. Make sure you sink the floating sub and take the big plunge with it.



SUB SHOOT

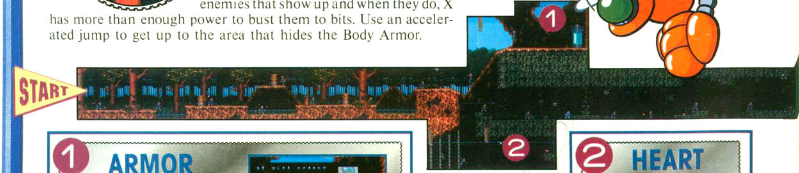
When X disables the sub, it will sink to the bottom of the area. Proceed to the right after it sinks to find another Heart Tank.

1 HEART TANK

After you scrap the mech eel in the expansive submerged area, proceed to the right. X will uncover a room that hides a Heart Tank. He'll be well on his way to having his energy level maxed-out.

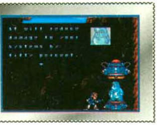
STING CHAMELEON

This stage is probably one of the easiest stages in the game. There aren't a lot of unexpected enemies that show up and when they do, X has more than enough power to bust them to bits. Use an accelerated jump to get up to the area that hides the Body Armor.

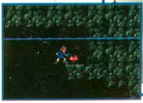


1 ARMOR

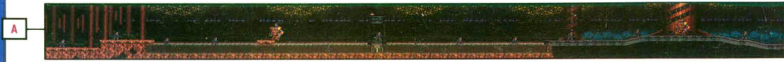
Possibly the most important Power-Up that X can receive, the Body Armor doubles the strength of X's resistant shell. It's this new-found durability that will allow X to tangle with Vile and the remaining stage bosses in the game.



2 HEART TANK

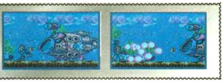


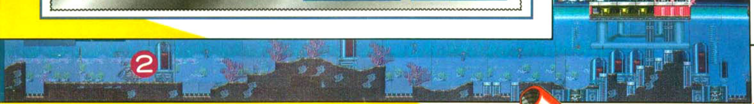
A long leap after a quick dash from a ledge is what X needs to get to this particular Heart Tank.

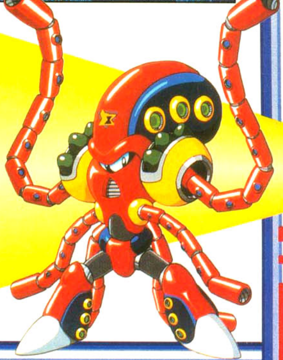


② SUCTION ACTION

These contraptions try to suck you in and also shoot spears that seek their target. Hold your ground.

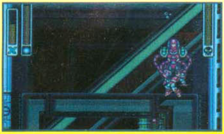




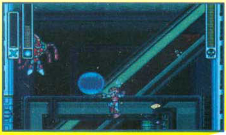


LAUNCHING AN ATTACK

The worst thing to do when fighting Launch Octopus is to let him get his mechanical tentacles wrapped around you. Whereas most bosses only deplete your energy when they come in contact with you, Launch Octopus will actually absorb X's energy if he has him in his clutches. The Shield weapon from Armored Armadillo works great at long range. Use it or lose it, X!



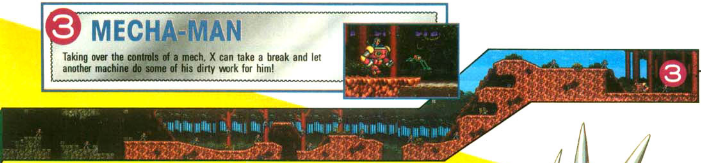
Oh, no! The evil Launch Octopus got a hold of X and is in the process of draining his energy.

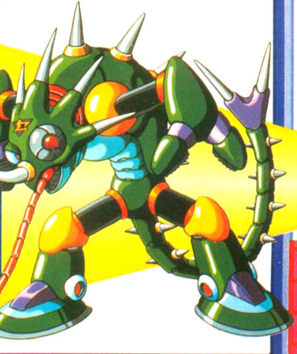


The weapon that X got from Armored Armadillo is just what X needs to do the trick on the octo-boss.

③ MECHA-MAN

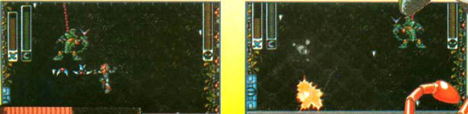
Taking over the controls of a mech, X can take a break and let another machine do some of his dirty work for him!





A SNEAK ATTACK!

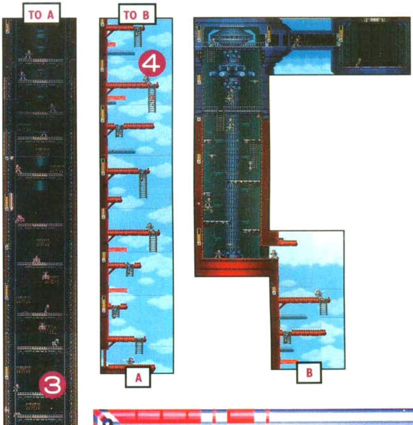
Like the predator that he is, Sting Chameleon cloaks himself and moves around in his lair before finally revealing himself and attacking. Try to dodge the spikes that fall from above.



Visit Boomer Kuwanger's stage first in order to get his Boomerang Cutter weapon. Use it on Sting Chameleon.

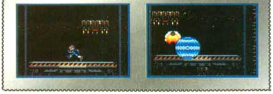
BOOMER KUWANGER

Mostly vertical in its orientation, Boomer Kuwanger's stage is a tester. Jumping from platform to platform and from ledge to ledge while dealing with enemies coming at you from directly above can be quite a pain. Make good use of the Shield that you obtained from Armored Armadillo when ascending through the tricky areas.



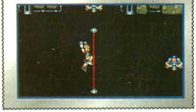
③ SHIELD YOURSELF

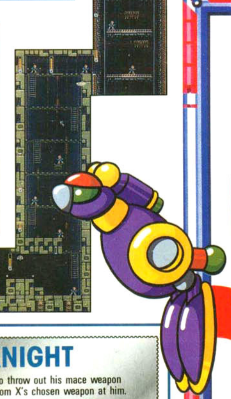
No matter what, you have to avoid the spiked platforms as you take a ride up the shaft on the moving platform. By activating Armored Armadillo's Shield weapon, chances of survival are greatly enhanced. Hold down the fire Button for 4 to 5 seconds to activate it.



② BARRIERS

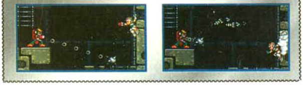
If X trips a laser barrier, the guns will nail him with a laser. Wait for the barriers to turn off before crossing.





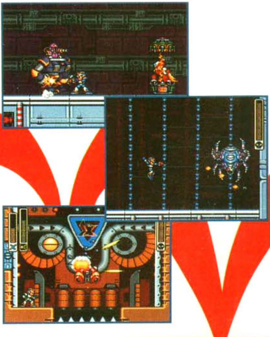
① MACE KNIGHT

Wait for the maverick knight to throw out his mace weapon before uncorking a big blast from X's chosen weapon at him.



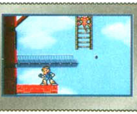
AFTER THE EIGHT

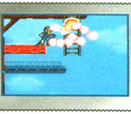
When X dispatches all eight stage bosses, he meets up with ZERO again. This time, Vile gets the best of ZERO and it's X's turn to uphold justice and carry on the mission of the Maverick Hunters. Several more bosses await X as he enters the final stage.

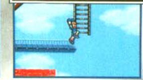


④ EXTEND-A-LEDGE

Take out any enemies on the platforms before thrashing any enemies on the ladders. Remember, X can jump and cling to the wall while the moving ledges retract into the wall. This will save him from falling back down.

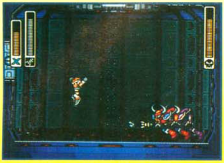




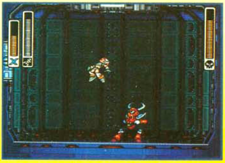


TAKE THE BULL . . .

The saying goes, "Take the bull by the horns." Well, even though Boomer Kuwanger has horns, you really don't want to get anywhere near them. What you should do, however, is switch X's weapon to Homing Missiles and fire them constantly at Boomer Kuwanger. Jump up and cling to a wall if he charges at you. He'll try to impale and throw X with his horns.



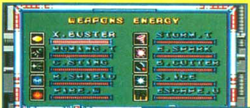
A direct hit with a Homing Missile is about to connect with the charging Boomer Kuwanger.



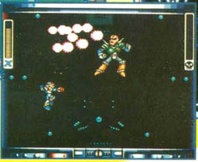
Ouch! X got stuck with Boomer Kuwanger's horns and was thrown up to the ceiling. Smash!

X MEETS UP WITH SIGMA

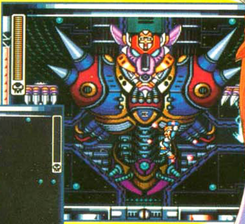
If anything is disappointing about Mega Man X, the game, it would have to be the final stage. Not because it's not challenging, but because it's not long enough. We want more!!! In the long vertical shaft before you reach Sigma's Dog, make sure you are fully Powered-Up by thrashing the green caterpillars.



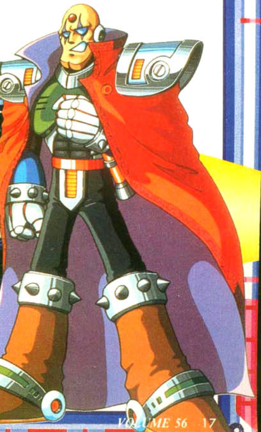
This is how you want your sub-screen to look before you go in to do battle with Sigma!



Yes! X applies the final crushing blow to Sigma. Or does he? The game's not over yet, X. Go for your Sub Tanks if you need them!



Is this the final boss? It's big enough to be, but we're not gonna tell you.



FLASHBACK

From the moment you awaken in the jungles of Titan, every creature around is out to get you. The only help is your trusty blaster and your wits. The problem is, your wits are kind of scrambled. You haven't any idea who you are, or why everyone is out to get you. Delphine Software and U.S. Gold have teamed up to create an intriguing adventure that takes you through the dangers of several planets. While you're unravelling the mysteries surrounding your identity, you discover an alien conspiracy attempting to rule the Earth. Can you stop them in time?

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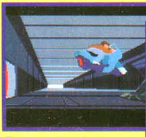
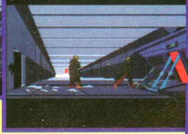
WHERE AM I?

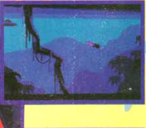
When players first begin playing FlashBack, the animation and graphics will blow them away. Each of the character's movements have been painstakingly detailed, creating an interactive movie. The entire look of the game is reminiscent of Out of this World, only the movement and the play control is much improved. Players will have trouble getting used to the controller functions, but with practice, they become second nature. The story line is very involving, drawing you into the plot.

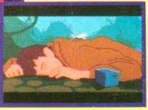


The spectacular animation sequences help weave an intriguing mystery for players to solve. Very little is revealed at first.



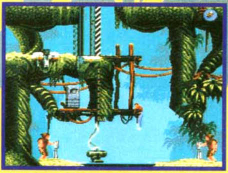
As the stages progress, more and more of the story unveils itself, urging players to continue onward.



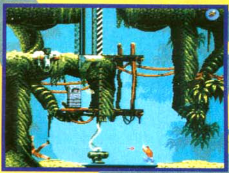


ALL THE RIGHT MOVES

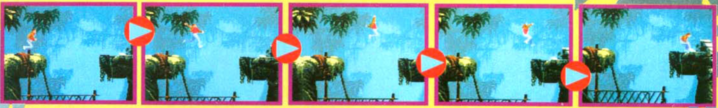
The character's movements and action have been animated with great detail, giving the game a very realistic look. Because there are so many different moves you can perform, the play control may seem complex when you first begin playing. It becomes much easier to handle once you remember that all the moves center around the Y Button. For example, if you press Left, you will walk, but if you hold Y and Left, you will run.



Most of your character's moves are performed by pressing the Y Button. Lower yourself off a ledge by holding Y and pressing Down on the Control Pad.

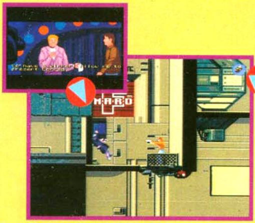


You can set up your next move while you're still doing the first. If you press A while you're dropping down, you will draw your gun as soon as you land.

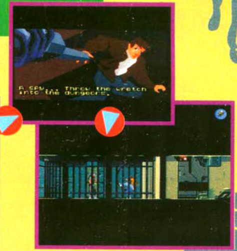


INTERACTIVE MOVIE

The game graphics are great, but it is the animation sequences that keep the plot line moving. After you complete each stage, there is a scene that takes you to the next area. Each scene includes more of the story, revealing more clues for the player. Connecting the stages with moving animation gives FlashBack a movie-like quality, which is both entertaining and informative to the player.



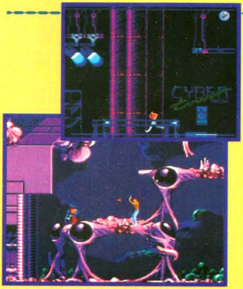
Close-up animation sequences fill in the gaps between stages, keeping the story line flowing.



Although you can't be hurt during the story sequences, you may find yourself starting out in some sticky situations—sometimes without a weapon!

OTHER WORLDS

As the game progresses, you will travel to new and different worlds. Each stage becomes harder than the last, challenging you with a wide range of powerful enemies and traps. If you are up to the challenge, your quest will take you into the dangers of the Cyber Tower, back to an alien infested Earth, and off to the alien home planet to end the crisis once and for all.

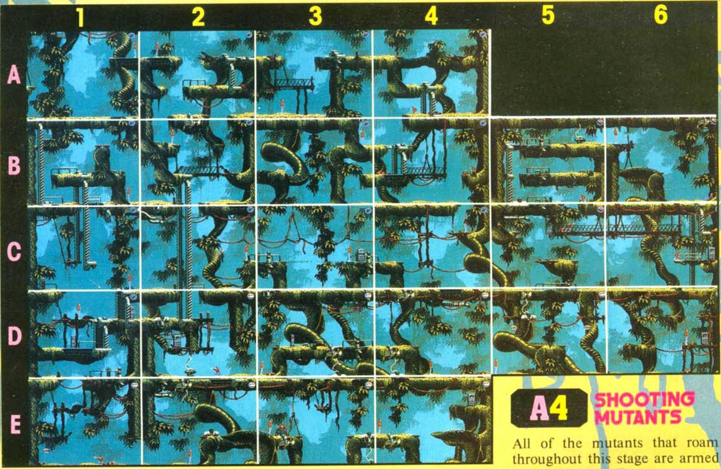


In the Cyber Tower, you must test your skills against eight levels of cyborgs and attack drones before you can win passage back to Earth.

Later in the game you will visit the aliens' home, as you attempt to stop their invasion. You are planet Earth's only hope!

STAGE 1 THE TITAN JUNGLE

Stirring from unconsciousness, you find yourself in the midst of a steamy jungle. Nothing is familiar. You haven't any idea where you are, or even who you are. A nagging feeling of danger surrounds you. Blaster in hand, you set off into the jungle to face the perils of a forbidden planet. Finding your identity before your enemies find you is top priority. The mystery lies all around for you to unravel as darkness settles across the jungle.

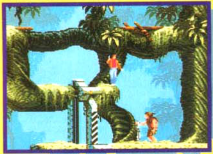


STEP BY STEP

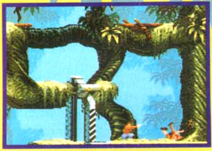
B2	Get the Holocube that is sitting in the top left corner of the screen. You will get a clue and open the gate at A4.
B4	Hitting the trigger on the right side of the screen will open the gate. Shoot the mutant to get the cartridge.
C5	Be sure to climb up and over the deadly green ray. Walking through it will prove fatal to the unwary traveler.
C6	Avoid the flashing mines and hit the trigger. When the lift lowers, climb up to the Generator and charge the Cartridge.
B5	Use the triggers to move the lift out of your way. Just jump over the triggers that move the lift the wrong way.
B6	The injured man in the corner needs help. Find the teleporter and bring it to him and he'll give you the ID Card.
C3	This gap is too large to jump! If you use the fully charged Cartridge on the Lock, a bridge will span the chasm.
B1	The Teleporter is resting on the lift. Place the Stone on the trigger to keep the lift rising out of reach.
B6	Return to the injured man and use the Teleporter. After he is gone, you will find the ID Card on the ground.
D1	Use the ID Card to gain access to the next area. The gate will only open when you use the ID on the Card Lock.
E1	When you drop to the bottom of the screen, immediately crouch down. The laser cannon will blast you if you don't.
E3	New Washington lies at the bottom of that hole. You'll need to find 500 credits to get the Anti-G Belt.
D3	Use the switch to turn off the deadly green ray, but jump over the trigger or the ray will turn back on.
D4	Throw the stone toward the mutant to make him turn around. When he faces the other way, drop down and shoot him.
D5	Grab both the Key and the 50 Credits that are laying on the ground. The Key will let you out of this area.
D6	There are 500 Credits sitting in the top corner of the room. If you hit the trigger, the cannons in D5 turn on.
E3	After you give the old man the 500 Credits, jump into the pit. The Anti-G Belt will safely take you to the next stage.

A4 SHOOTING MUTANTS

All of the mutants that roam throughout this stage are armed and dangerous. Draw your gun before you drop down so you will be ready to fire when you land.



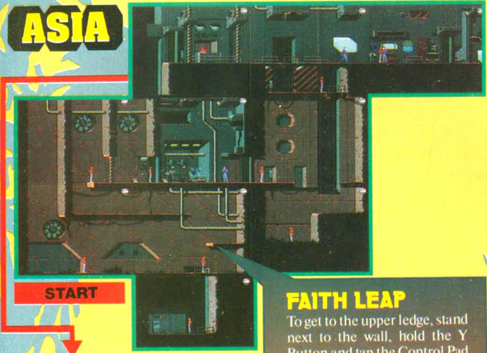
Mutants can be dangerous, so be ready for a fight! Walk up to the edge above the mutant, and draw your gun before you drop down on them.



You will land in a crouched position with your gun drawn and ready to fire. If you catch them by surprise, you won't get shot.

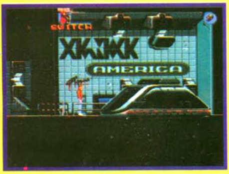
STAGE 2 NEW WASHINGTON

After you escape from the jungles of Titan, you will find yourself in the wild urban jungles of New Washington. While you are in the city you must earn enough money to make it back to Earth. The jobs are tough and are going to require their fair share of gunslinging. As you work through the streets, remember, anyone could be an enemy! Have your Blaster and your Force Field ready, it may save your life.

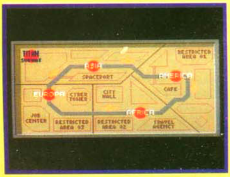


TAKE THE TRAM

All the areas of New Washington are accessible by Tram. To travel to another area, stand on the dock so that you are out of view behind the tram. Hold the Y Button until the tram leaves the dock. When you want to exit, press the Y Button again.


SWITCH
XKJKK
AMERICA

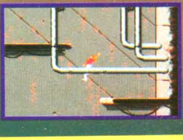
The Tram System will take you wherever you need to go. If you miss it, the next one will be by soon.


TITAN
RESTRICTED AREA #1
ASIA
SPACEPORT
AMERICA
EUROPA
CYBER TOWER
CITY HALL
CAFE
AFRICA
JOB CENTER
RESTRICTED AREA #3
RESTRICTED AREA #2
TRAVEL AGENCY

All the areas you must travel to are well marked on your map. Select the map, then press B to view it.

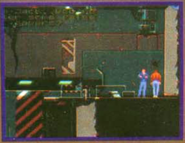
FAITH LEAP

To get to the upper ledge, stand next to the wall, hold the Y Button and tap the Control Pad toward the ledge. Hold Y until you grab the ledge.

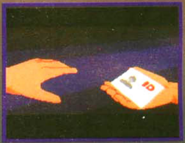


FIND THE FORGER

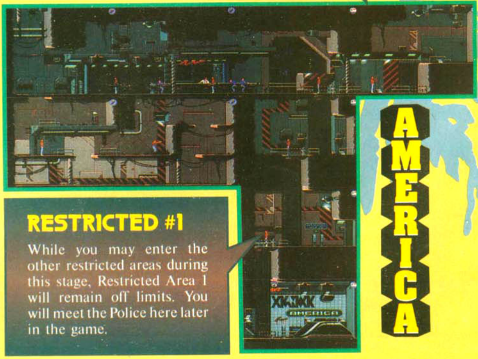
Entering the Cyber Tower game show is the only way you can get back to Earth. Visit Jack outside the cafe to get the False Papers you need.



In order to get back to Earth, you need to get False Papers to enter the Cyber Tower.



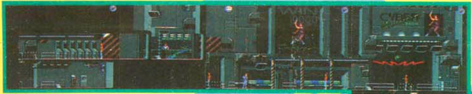
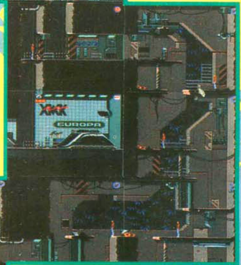
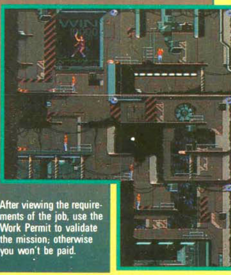
After paying off the Forger, he will give you all the necessary Papers.



RESTRICTED #1

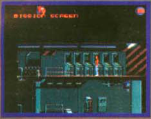
While you may enter the other restricted areas during this stage, Restricted Area 1 will remain off limits. You will meet the Police here later in the game.

EUROPA

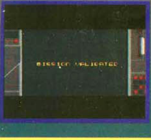




EMPLOYMENT OFFICE

When it's credits you need, this is the place to go. Anyone can find work in New Washington, as long as they have a Work Permit. You will return to this area many times during this stage, so it is a good idea to charge up your Shield and save the game while you're here.



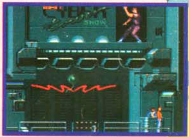
Stand in front of the blinking screen and press the Y Button to learn the parameters of your mission.



After viewing the requirements of the job, use the Work Permit to validate the mission; otherwise you won't be paid.

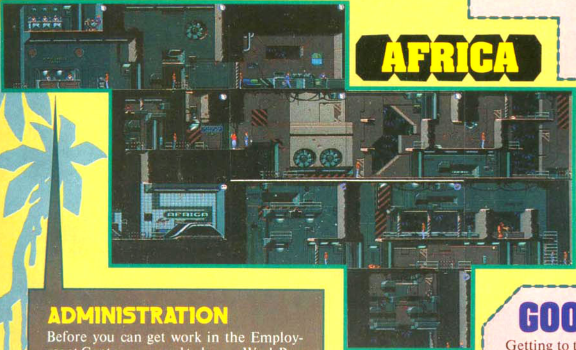
TO THE TOWER

After you have completed all the jobs at the Employment Center, and have purchased the forged papers, return to the Cyber Tower. Here you can attempt to win a ticket back to Earth.



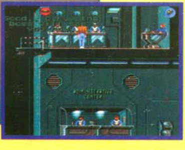
Give the man at the counter your papers and you can try your combat skills in the Cyber Tower.

AFRICA



ADMINISTRATION

Before you can get work in the Employment Center, you need to have a Work Permit. You must struggle through the bureaucratic red tape of the Administration Center in order to see the boss. When you give him your ID Card, he will issue you the Permit.



GOOD LUCK!

Getting to the Cyber Tower is only the tip of the iceberg in this game. More of the problem will reveal itself when you arrive back on Earth. Where is this alien force coming from? And why? Finding the answers to these questions will require some careful exploring and heavy blaster fire!

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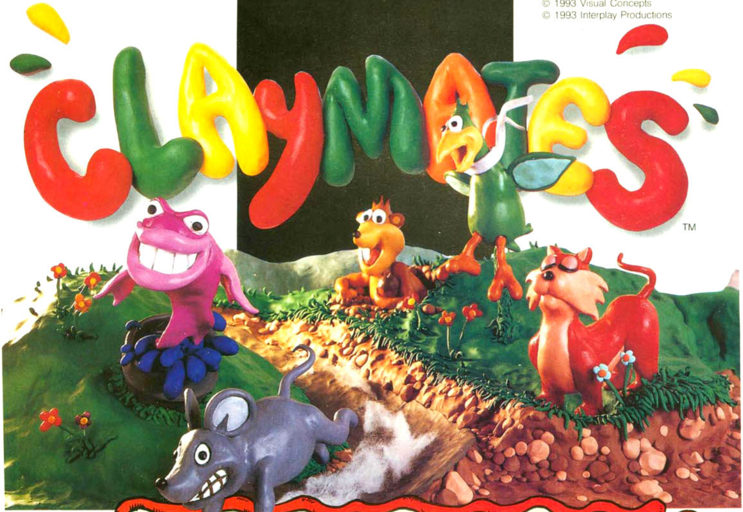
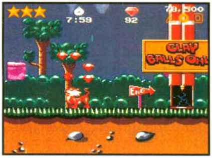
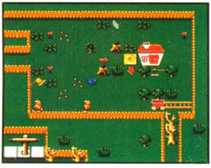
CLAYMATES™



Last month, we featured Clay Fighter. This month, another impressionable Interplay offering takes shape on the pages of Power: Claymates! Whereas Clay Fighter is a street fighting game, Claymates is all action. Well, mostly action. There is a puzzle-type element involved in the scenes between stages.



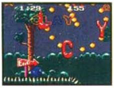
The graphics are not highly detailed, but they're fun and fit the overall Claymates theme.



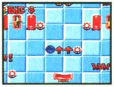
Clayton will have to guide a pair of robots to obtain the necessary items to eliminate the obstacles that block his path to the next stage.

CLAY SLAYS!

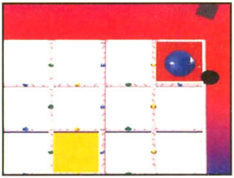
This game is really fun! "Sure," you exclaim, "you say that about most games." Well, we can say that about most games because we only review the good ones! Claymates certainly fits the good game mold (pun intended). Lately, it seems like it's getting harder and harder to find a side-scrolling action game that can hold your attention long enough for you to reach the big bad boss at the end of the stage. You just know he's there waiting. Claymates can do it! The variety of characters and stages, the whimsical story line and the good play control add up to a winner. It's not just hop, jump, duck, slash, and do it all over again. There are plenty of different things happening throughout the game. What's more, the fun factor is only boosted by the fact that Claymates is a big game. Most of the stages are vast. Check out our maps for proof of that fact!



Collecting the letters C-L-A-Y at the end of the stages leads you to a Bonus Stage.



Speaking of that Bonus Stage, here is one of them! It's kind of like a huge pinball machine.



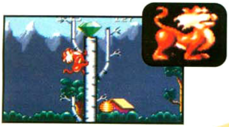
Another Bonus Stage will challenge your sense of direction and reflexes. Follow the bouncing clay.

CLAY CLAN

Clayton, the star of the show, is just a regular ol' ball of blue clay. However, by bumping into other strategically-placed clay caches, he'll be transformed into one of the five other Claymates. As you will see, the Claymate Power-Ups that Clayton finds are well-suited for each particular area that he must travel through. Accordingly, each Claymate has dissimilar abilities and different methods of attack. Pay attention.

MUCKSTER

This clay cat can climb trees with the best of them and has good jumping ability.

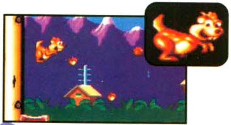


CLAYTON

A clay fist is the only protection Clayton has against his clay competitors.

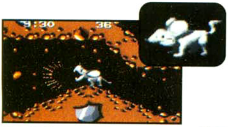
GLOBMEISTER

This acorn-huckin' chipmunk has excellent attack power. Multiple acorn shots can be delivered.



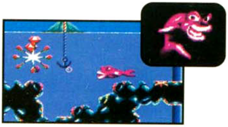
OOZY

Oozy is faster than a hedgehog. And like hedgehogs, he's difficult to control. Rats!



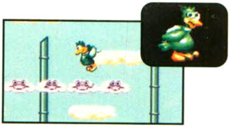
GOOPY

He can only be out of water for 10 seconds, but underwater, he's an ace clayfish.



DOH-DOH

With a running start, this bird can fly for short distances.

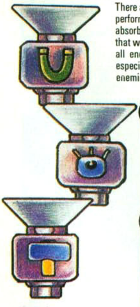


CONTRAPTIONS

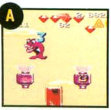
Throughout the whole game, the Claymates will come across various machines and specialty Items that they can use to their advantage. Don't pass 'em up!

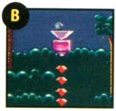
MUTASIZERS

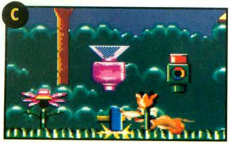
There are three types of these odd-looking Mutasizers. Each one performs a different function that serves the Claymates. Ⓐ absorbs all of the diamonds in the area. Ⓑ makes diamonds that were once invisible appear. Ⓒ drops a hammer that makes all enemies in the vicinity freeze for a few seconds. This is especially helpful because it lets you approach and pass enemies without fear.



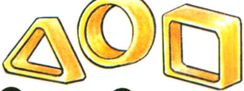
Drop through the funnel to access the powers of the machines.



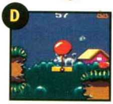


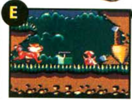


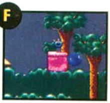
GEO-SHAPES

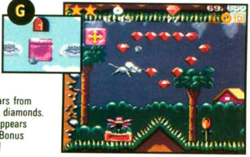


To unlock the pink Bonk Boxes, collect these Items. If a box shows a gold Item, you can open it.



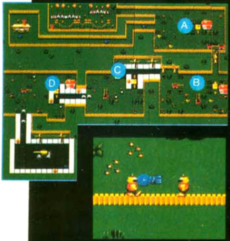






Ⓓ gives you a balloon with a platform attached to it that lifts a Claymate to new heights. Ⓔ lets a tornado out of the box. It will mow down enemies. Ⓕ allows the eye that appears from the box to see once-invisible diamonds. Ⓖ opens the red door that appears from a box to take you to a Bonus area. Collect mass diamonds!

1 THE VILLAGE



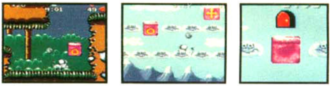
If you make a mistake, punch the robots. They'll start over.

- **A** **Clayton's Yard**
- **B** **Jeremy's Yard**
- **C** **Streets of Clay**
- **D** **Moldy Lane**

Clayton's goal in each stage is to reach the Goal and exit the stage. He'll need the help of the Claymates to get him where he needs to go! Don't pass up the chance to transform Clayton. To help you out and give you a sampling of the game, we've included a tip for each of the levels in Stages 1-4.

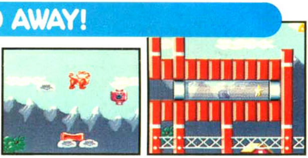
A THE SECRET DOOR

If you have obtained the round Geo-shape, you can enter a secret area. Take a ride on the balloon platform up as high as it can go and then open the other Bonk Box with the round Geo-shape on it. Enter the door.



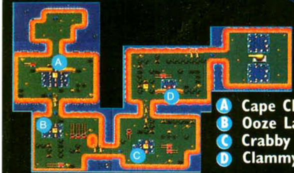
B UP,UP, AND AWAY!

Muckster's got great springs! With his excellent jumping ability, you should be able to cat-apult the feisty feline high into the air. Who knows what you might find high in the sky? Remember, Muckster can dig in with his claws and climb trees like any other cat. This is a valuable asset, especially in the Village stages.



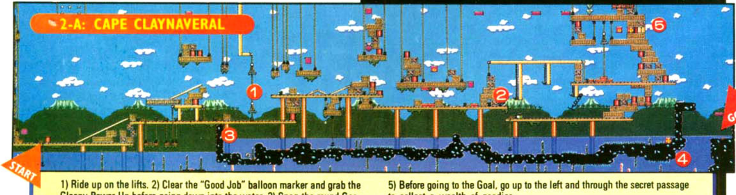
2 THE PACIFIC

As fate would have it, the action gets more difficult (and more interesting) when Clayton ends up in the Pacific. Goopy makes his first appearance here and will be called upon many times because there is a lot of territory to be covered . . . underwater. The puzzles in between stages also get a bit more difficult to complete in the Pacific. They're not overly difficult, though. Just keep moving things around until you find a way into the next stage.

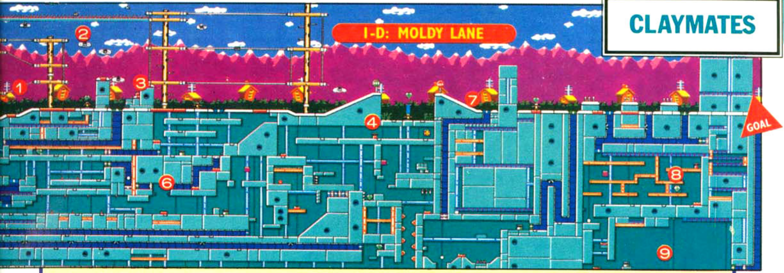


- **A** **Cape Claynaveral**
- **B** **Ooze Land**
- **C** **Crabby Bay**
- **D** **Clammy Reef**

2-A: CAPE CLAYNAVERAL



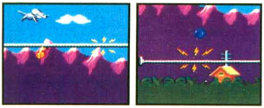
1) Ride up on the lifts. 2) Clear the "Good Job" balloon marker and grab the Gloopy Power-Up before going down into the water. 3) Snag the round Geo-shape and proceed to the right. 4) Avoid the roving mines and go up. 5) Before going to the Goal, go up to the left and through the secret passage to collect a wealth of goodies.



1) Get the 2nd Muckster Power-Up. 2) Jump off of the pole and down onto the clouds. 3) Depress the switch and then work your way down to the bottom left corner of the area before proceeding to the right. 4) Depress the 2nd switch. 5) Depress the 3rd switch. 6) Go up through the opening now that the steam valves have been shut down. 7) Drop down into the sewer here. 8) Depress the 4th switch. 9) Meet Ben.

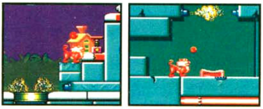
C EXPOSED WIRES

These power cables are hot! Electrical charges run back and forth along them. Any smart Claymate will avoid the sparks by jumping over them. Just watch out for the bees. Several hives have been constructed among the power poles.

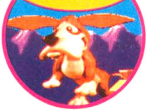


D SWITCHES

By jumping on and depressing the switches, the steam release valves will be shut down. It's basically impossible to make it past a steaming valve without taking a hit. The best plan is to seek out the switches and shut them down.



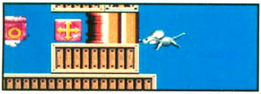
BEN



Glom onto a Globmeister Power-Up and start hurling a multitude of acorns at this floppy-eared clay hound!

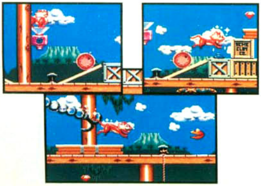
A HIDE-A-WARP

It looks like a solid wooden barrier, but Oozy can go through and touch the warp in the photo below. Remember to always look for odd places like this. They do exist!



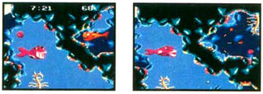
B INVINCI-DASH

If any of the Claymates drop down through the funnel into one of these Mutasizers, they'll become invincible for a few seconds. You can run right through any obstacle or enemy!



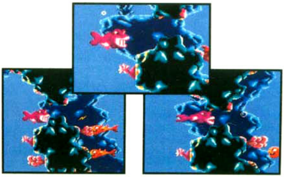
C CLAY SHOOT

If you get a 2nd Power-Up for Gloopy, you can shoot a clay ball through barriers like this one. It's great for taking out enemies when they have no chance of getting at you!

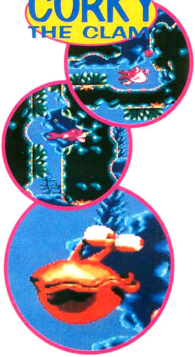


D SHOOT FIRST

There are several enemies, including an electric eel, that you shoot through this opening before proceeding up and around. It's much harder to get them from above.

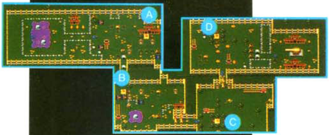


CORKY THE CLAM



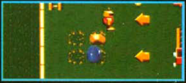
If you don't have a 2nd Power-Up for Gloopy, take a quick swim through the caves to find one. Wait on the ledge on the right side of the clammy boss' area and fire away at Corky.

3 JAPAN

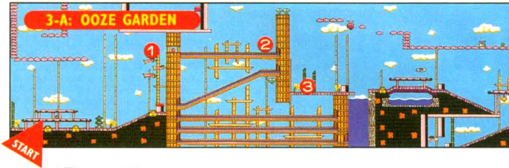


- **A Ooze Garden**
- **B Lily Pads**
- **C The Playgoda**
- **D The Claygoda**

Welcome to Japan! Clayton never dreamed that he'd end up in the land of the rising sun, but here he is! The enemies are more aggressive here and a lot of them require more than one hit to defeat, especially the little sword-wielding samurai dudes. Don't be distracted by the lush, green scenery. There are much more important things to be looking for—the things that are looking for you! The between-stage puzzle screens begin to present a decent challenge in Japan. Again, this feature of the game really helps to break up the action sequences. You can take your time to complete these screens and there's nothing that's out to get you, either!



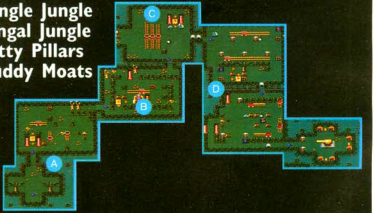
You'll have to push the stones into proper position in a few of the stages.

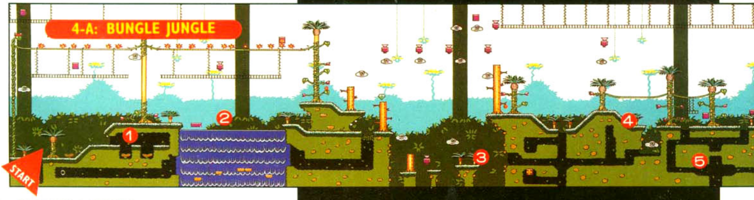


4 AFRICA

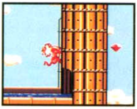
More treachery is waiting for Clayton and the Claymates when they trek to the continent of Africa. What a place to land, especially after getting shot out of a giant cannon! We're not sure what part of Africa Clayton lands in, but it's certainly not the desert. The puzzle screens between the stages in Africa continue to progress in difficulty. Some of them will take time and heavy thought to complete. The boss at the end of the Africa stages, Jobo, is very simple to defeat. It's almost comical how easy it is.

- **A Bungle Jungle**
- **B Fungal Jungle**
- **C Putty Pillars**
- **D Muddy Moats**



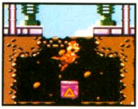


A COLUMN CLIMB



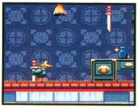
Instead of wasting time sliding down the long water slide, Muckster can take a shortcut by climbing up and over the column. Cats don't really like to get wet. Especially clay cats! It's quite a messy sight.

B DIG IT



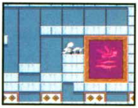
Globmeister can dig down through the brittle ground in this area to reach the Bonk Box. What's in the box? Only Globmeister will know because no other Claymate can dig. Digging is one of his specialties!

C NO PAIN

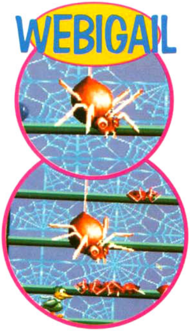


Once the swords fall and stick in the floor, they are of no danger to the Claymates. They can just walk right past them. Approach them slowly and wait for them to fall. There's no sense in getting stuck!

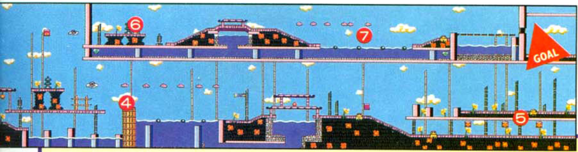
D HIDDEN CLAY



Behind the purple picture lies a ball of clay. You wouldn't know it was there, but this is just one of those places where curiosity pays off. Explore all possible areas in this game!

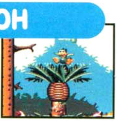


Use the small spiders as projectiles and bounce them up at Webigail. Try this method: stand right next to the big spider and hack away!



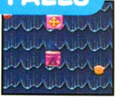
1) Use Doh-Doh to fly up the length of the column to the opening. 2) Instead of entering the water slide chute, Muckster can climb up and over the column and down the other side. 3) Grab the Muckster Power-Up. 4) Grab another Muckster Power-Up. 5) Take the middle warp in order to go up and head toward the Goal. 6) Get the Oozy Power-Up. 7) Jump over and avoid the fish by landing on the green buoys while you proceed to the Goal.

A DOH-DOH



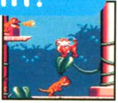
There is a hidden ball of clay located in this area. After you get it, Doh-Doh will be able to fly up to the upper level in this area. Of course, he'll need to get a running start.

B GREAT FALLS



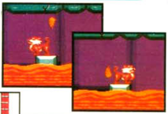
The waterfall is a tricky place to be. Watch your step. One false move could lead to an immense disaster for a stray ball of clay! Go for the warp. It'll take you off to a new area.

C GO RIGHT!

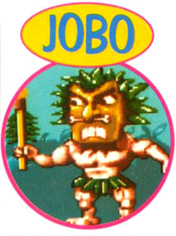


The fire-spitting lizards seem to hint that they are guarding something valuable to the left of them. Pay no attention to their devious ploy. Just keep on haulin' clay to the right.

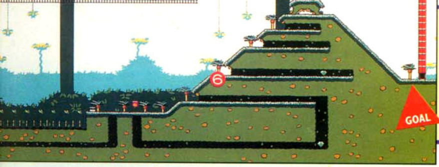
D FIRE ALARM



When standing on the Block that takes you through the lava, wait on the left side of the Block and then move to the right side. You'll be in a better position to avoid fireballs.



Jobo isn't the final boss in the game, there's plenty more action ahead! Drum repeatedly on his noggin.



1) Get the Muckster Power-Up. 2) Ride the platform across the waterfall. 3) Obtain the Oozy Power-Up so you can haul through the tunnels. 4) Blaze the spear-tosser as you ride up on the cloud. 5) Make this tricky jump. Slow down through this section. 6) Watch out for the barrel rolling down the incline. Be prepared to jump over it.

SOLDIERS™ $$ OF FORTUNE $$

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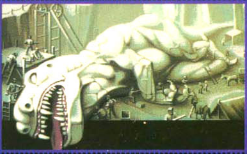
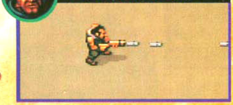
In his single-minded pursuit of power and wealth, Baron Fortesque has created a monster. The Baron's invention is the Chaos Engine, a steam-powered machine that is setting the world of 1877 on its ear. In this overhead view shooter from Spectrum Holobyte, your mission is to recruit a pair of mercenaries from a group of six and infiltrate the Baron's estate.



The appearance of a dinosaur was the first of a series of strange events caused by the Chaos Engine. Now, a pair of mercenaries must put an end to the madness with a show of force.

SOLDIERS FOR HIRE

BRIGAND

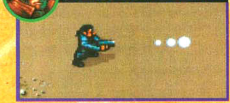


£2,750

This mercenary is in the business purely for the money. The Baron has stashed away large sums and Brigand is willing to risk his life to find the loot. He has average abilities and begins the mission with a Rifle and Shot Burst.

Health	★★★
Speed	★★★
Wisdom	★★★
Weapon Power	★★★

GENTLEMAN

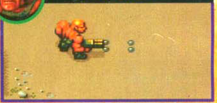


£2,500

The intelligence and speed of the Gentleman keeps him at the top of his game. While he's not very strong, the Gentleman can avoid a lot of trouble with his quick moves. He starts with a Flame Pistol and mapping abilities.

Health	★
Speed	★★★★★
Wisdom	★
Weapon Power	★★★★★

THUG



£3,000

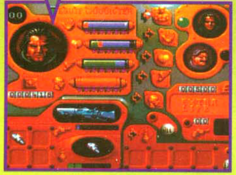
The ox-like Thug is a mutant powerhouse who can withstand a big beating and still fight back with a mighty force. His Shotgun fires several small shells and the Molotov weapon that he begins with sends out a circle of flame.

Health	★★★★★
Speed	★
Wisdom	★
Weapon Power	★★★★★

THE RULES OF WAR

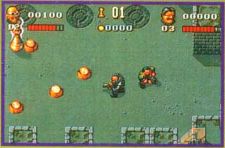
Soldiers of Fortune is a one or two player game with an overhead view. In single-player missions, a computer-controlled partner joins in to help with the fight. The four worlds of the mission are made of four stages each. When you complete a world, you will be rewarded with a password. The password keeps track of your accumulated power and wealth and the number of fighters that you have in reserve.

After every other stage, you can spend your accumulated cash on a variety of helpful items. They include special weapons, weapon Power-Ups, more skill and extra lives.



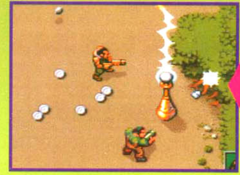
TWO FIGHTERS ARE BETTER THAN ONE

SOLDIERS OF FORTUNE
ONE PLAYER & CPU
TWO PLAYERS



While a single-player mission does feature a computer-controlled partner, nothing beats a two-player partnership for communication and teamwork. You'll go far if you have a good sidekick.

NODE BREAKER



Baron Fortesque's estate is filled with many barriers. In order to break the barriers, you must destroy the electric nodes that litter the estate.

★ . . . Low ★★★ . . . Average ★★★★★ . . . High

MERCENARY

£2,750

Experience is on the Mercenary's side. This fighter is a veteran of many battles and a good leader. While his abilities are average, Mercenary does make good use of a Gatling Gun and he is an expert with explosives.

Health	★★★
Speed	★★★
Wisdom	★★★
Weapon Power	★★★

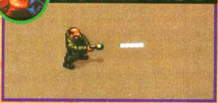
NAVVIE

£3,000

The strongest fighter of the group got his physical training by building roads and canals. He also had a stint with the army where he learned to make weapons. Navvie begins the mission with a powerful Cannon and Dynamite.

Health	★★★★★
Speed	★
Wisdom	★
Weapon Power	★★★★★

SCIENTIST



£2,500

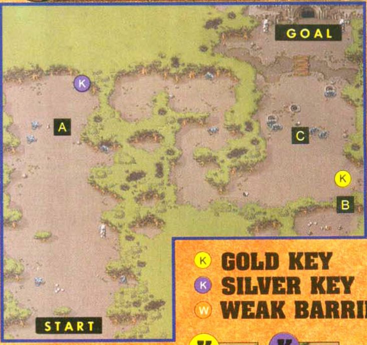
The Scientist is the brains of the bunch. He is smart and fast. While his homemade Lightning Gun may not be the toast of the town, the First Aid Kit with which he begins the mission with makes him a good member of the team.

Health	★
Speed	★★★★★
Wisdom	★★★★★
Weapon Power	★

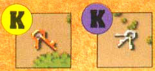
WORLD 1: THE FOREST

The outer reaches of Baron Fortesque's territory are filled with trees, craters, moors and other natural obstacles. Most of the levels have a straightforward layout with very few secret areas.

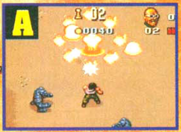
LEVEL 1: THE BEGINNING



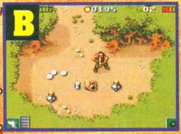
Ⓚ **GOLD KEY**
Ⓚ **SILVER KEY**
Ⓦ **WEAK BARRIER**



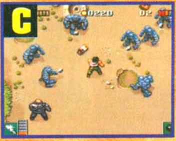
The opening stage consists of three areas. You'll start in an open south-to-north passage, then make your way south in narrow, enemy-infested corridors and fight north again through a Monster Generator-filled area which leads to the goal. Hit the monsters and spare the Generators for more cash collecting opportunities.



Three Golems appear just north of a Molotov item. Approach the Molotov from the south. When the item explodes, the flame will wipe out the monster trio.

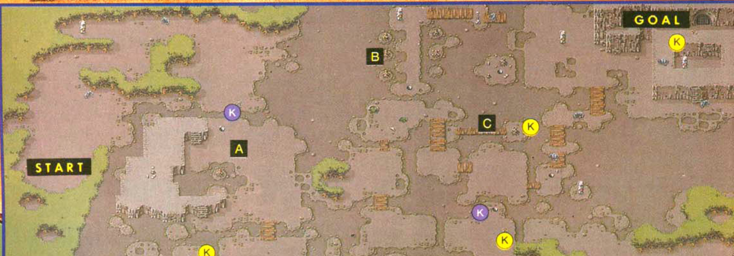


Grab the Gold Key in this area to open up a small clearing to the south. Once there, you'll find Coins, a Power-Up, Food and a pair of Special Powers items.



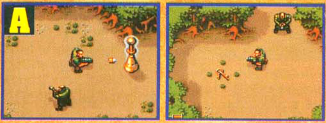
This area is packed with Monster Generators and an army of Stone Golems. When you're surrounded by Golems, grab the Dynamite on the ground to obliterate the enemy threat.

LEVEL 2: MUD RIVERS

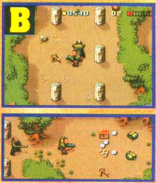


LEVEL 3: RINGS

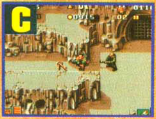
This level is filled with flat rocky plateaus and monster caves. Your first encounters with the Hulking Lizardmen will occur here. They are similar to the Stone Golems, but they can withstand more shots and toss rocks more quickly. Try to fight these creatures from a distance.



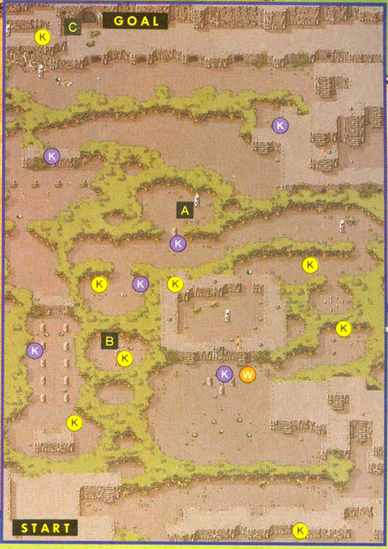
By breaking the Node in this area, you'll open up passages which lead to the west and, eventually, to the Goals in the north.



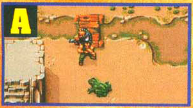
Collect the Gold Key here to open up passages that lead to the other Gold Keys in the west.



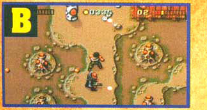
This is the first level with multiple Goals. The Goals lead to different sections of the next level. Collect the three Gold Keys in the southwest to open Goal B.



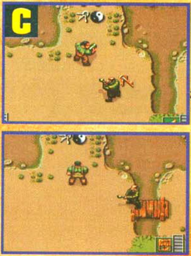
The opening section of Level 2 is similar to the forest of Level 1, then it turns into a swampy moor. Enemies pop up from the muck and surprise warriors at close range. Before you cross bridges or walk through narrow passages, be sure to fire across the gap to clear away the enemies that may be waiting on the other side.



Frogs appear here for the first time. They jump quickly and cover long distances. Fire on them as soon as they show up.



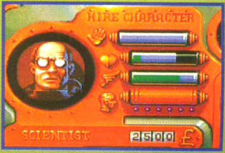
Spitting Swamp Plants fire projectiles in diagonal directions. Face off with them and finish them off.



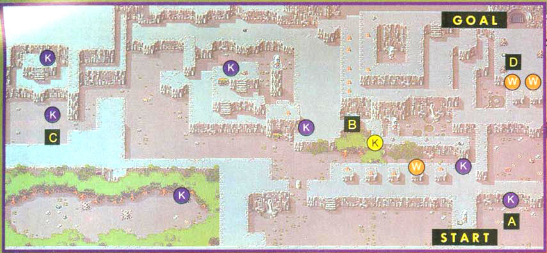
Collect a Key here to make a bridge appear northwest of this section, then follow a clear path to the goal.

POWER TIP POWERFUL PARTNERSHIP

If you're on a single-player mission, it's important to choose a good partner. Even though the Scientist has a weak weapon, his intelligence and aim make him a strong partner candidate. He also has a First Aid Kit which you can take by pressing the Select Button.

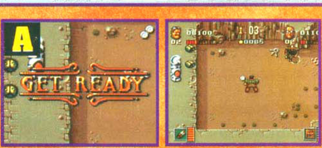


If you're going out against the Baron's forces without another human-controlled fighter, it's a good idea to take the Scientist along with you for his keen eye and his energy-giving First Aid Kit.

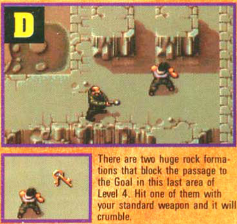


LEVEL 4: ROCKIES

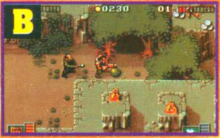
The terrain of Level 4 is very much like that of Level 3. There are several rock plateaus and many tree-line clearings. The Hulking Lizardmen are once again your primary enemy here. You'll also encounter a large number of Mini-Volcanoes and Chaos Beetles. Keep plugging away and you'll get to the Goal in no time.



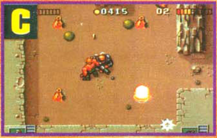
You'll begin in this area if you managed to open and enter Goal B in Level 3. Collect the special items in the area, then continue your quest.



There are two huge rock formations that block the passage to the Goal in this last area of Level 4. Hit one of them with your standard weapon and it will crumble.



By entering the foliage-surrounded cave in this area, you'll enter the southwest section of the level where there are several special items.

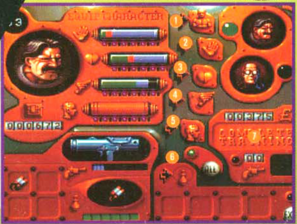


After you plug a Lizardman, four Mini-Volcanoes will appear. If you have a special weapon that can clear an entire area, use it now to take them all out.

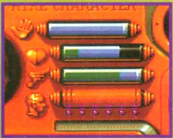
POWER TIP

BUILD AND BALANCE

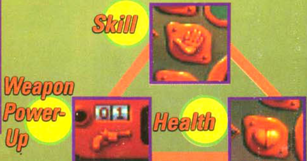
Following the completion of every two levels, you will have a chance to build up the powers of your fighter in the Equip Character screen. The most important catagory is Skill. When you build up this aspect of your character, his capacity for greater Health, Speed and Wisdom will increase. If you then max out your character's Health, his capacity for Weapon Power-Ups will grow. And, in turn, if you increase the power of his weapon, his capacity for greater Skill will go up. This relationship between Skill, Health and Weapon Power-Ups ensures that your character will be balanced as his power increases. This increase also allows for more special abilities.



① ***Extra Life***
② ***Skill***
③ ***Health***
④ ***Speed***
⑤ ***Wisdom***
⑥ ***Special Power***
⑦ ***Weapon Power-Up***

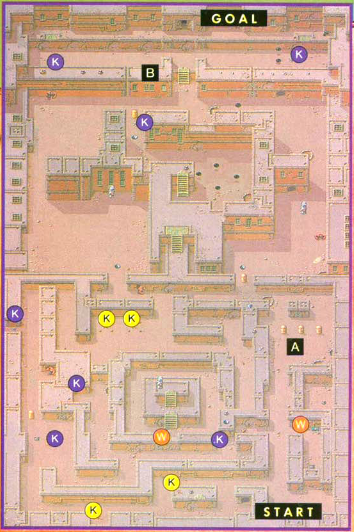


Weapon Power-Up, Skill and Health categories are inter-related. Build one, then balance the others.



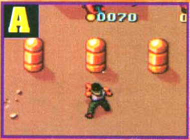
WORLD 2: THE WORKSHOPS

The Workshops are at the outer reaches of the development. They consist of several primitive stone buildings and are populated by Golems.



LEVEL 1: MAZE

This level lives up to its name. It's a maze of buildings and barriers. While the maps on this page and in the game will help you find the right route, it does pay to fight through all of the passages.

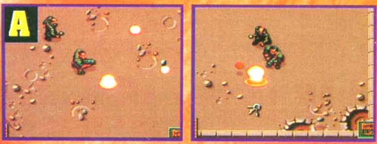


There are three posts in this area, each of which cover a special item. Once you pulverize one of the posts, the others will be unbreakable. You can collect all three items by using the Shot Burst to break all of the posts at once.

Collect the Key to the east of this point before you collect the Key to the west. This move will allow you access to areas that have more special items and Coins than other areas in the Maze level.

LEVEL 2: TRAPS

Enemies lurk around every corner in this level. The key to survival is to know when to fight and when to run. If you try to battle every creature in a mob, you'll likely take some damage. Try to make a clean break and run to an area where the monsters won't follow you.

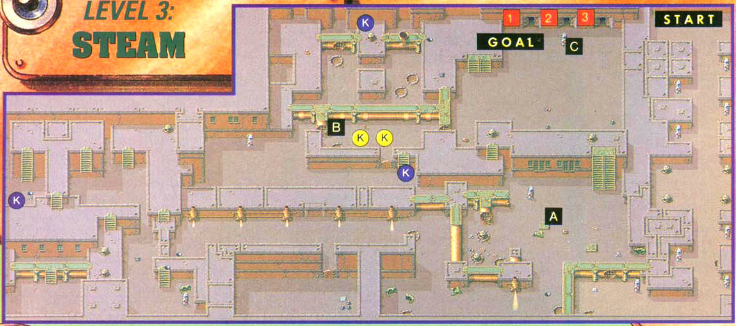


Mysterious patches of ground come to life in this area, and more appear once you grab the Key. Use a special item if you have one that will take out all of the enemies at once, or fight them off one-at-a-time, but watch your back.

A group of gold mutant Frogs attack here. Run away from them. When you hit the Telephone, you'll be able to get out of the area.

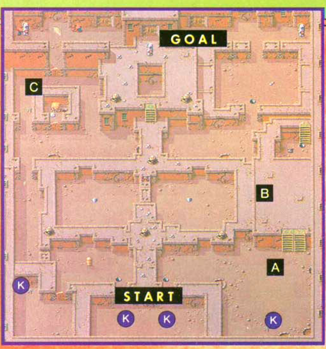
The small enclosed area in this section holds many special items. If you walk around the east side, you'll be able to open the door.

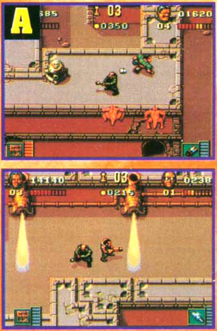
LEVEL 3: STEAM



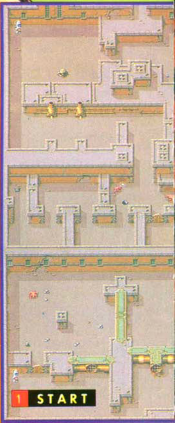
LEVEL 4: QUARTERS

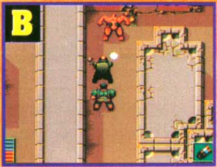
Because of the large number of cannons, monsters and traps in this level, you will definitely be in for a challenge when you enter the Quarters. Enemies that can take a lot of hits appear in large groups here, more than ever before. Beware!



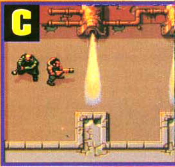


You'll face a single-cannon-and-two-monster barrage here. Use a special weapon if you can't hit them before they hit you.





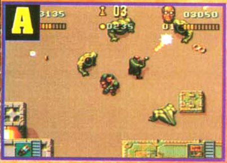
A strong monster approaches from the north. Run to the south, around the corner, and hit the monster with a diagonal shot as it follows.



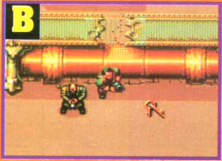
If you have a computer-controlled partne
won't be very careful around the steam
Watch out!

STAY OUT OF HOT WATER

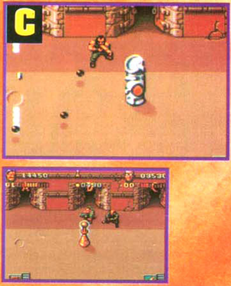
The name of this level is "Steam" because this is the first area where you will encounter traps that spurt radioactive water vapor. The traps blow out steam, then stop, then blow out steam again at a constant rate.



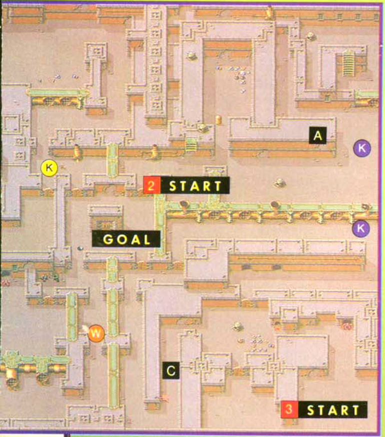
This place is crawling with monsters. Take it slowly and blast the baddies one-at-a-time or use a special weapon.



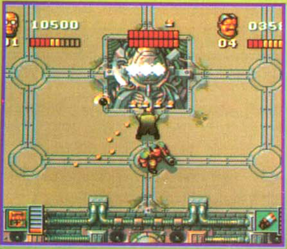
Steam stops and starts here. Run from the vents when the steam is off, then look for a pipe to blast and stop the flow.



You'll find three Goals at the end of this level. The Goal that opens depends on the order in which you collect objects in that area.



r, he
vents.



KEEP PLUGGING AWAY

You're rapidly approaching Baron Fortesque's digs and the cellars where he hides the Chaos Engine. There are two more worlds to explore. Good Luck!

WORLD 3: FORTESQUE MANSION

The animated objects in Baron Fortesque's home serve as an example of the strange powers of the Chaos Engine. Break them in pieces and move on.

WORLD 4: THE CELLARS

The Chaos Engine rules in this dark and dank underground world. Hit the valves to clear away the water and watch for the engine's security system.

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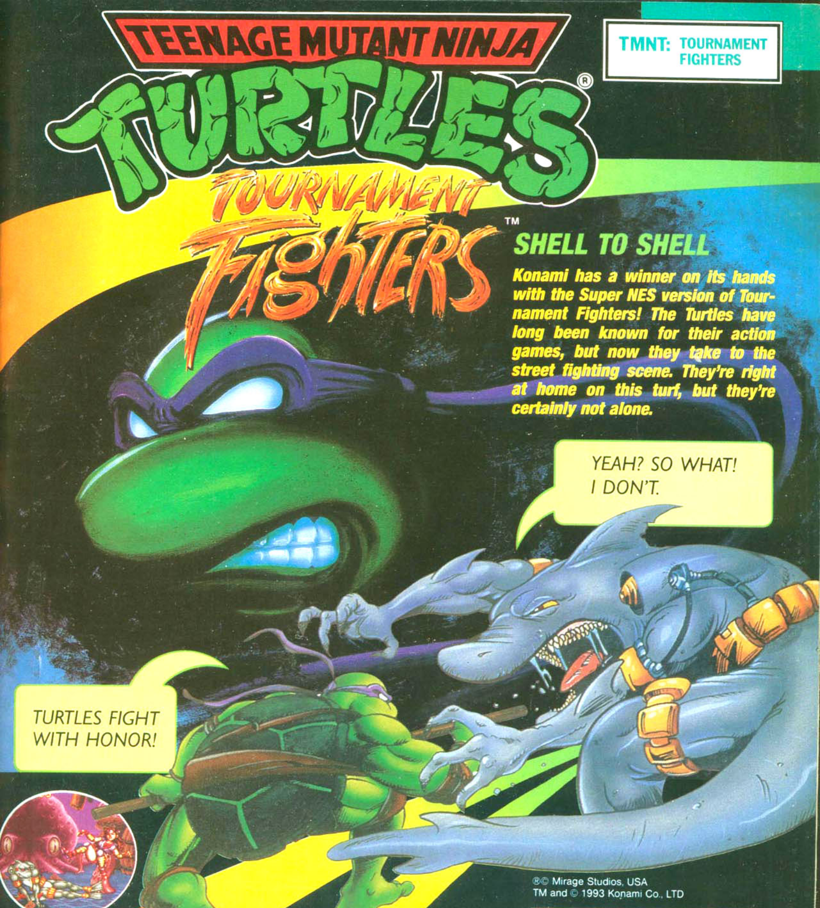
BUGS BUNNY
RABBIT RAMPAGE™

COMING SOON TO YOUR SUPER NES
FROM SUNSOFT!

LOONEY TUNES™
NINTENDO POWER

TEENAGE MUTANT NINJA TURTLES® TOURNAMENT FIGHTERS™


YEAH? SO WHAT! I DON'T.
TURTLES FIGHT WITH HONOR!

SHELL TO SHELL

Konami has a winner on its hands with the Super NES version of Tournament Fighters! The Turtles have long been known for their action games, but now they take to the street fighting scene. They're right at home on this turf, but they're certainly not alone.

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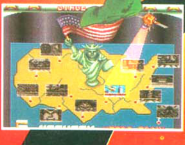
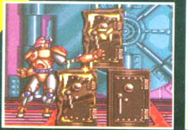
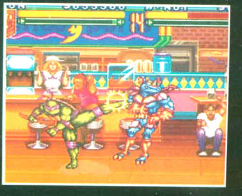
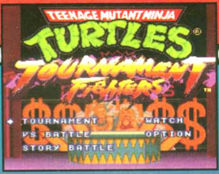






GAME MODES



There are several cool ways to play Tournament Fighters. You can travel in the Tournament Mode, read about the tale behind the fighting in the Story Battle Mode, or go head-to-head with two players in the Vs. Mode. Another cool option is the Watch Mode, which lets you check each fighter's moves.

TOURNAMENT

There's more money up for grabs in the Tournament than you could ever imagine! It's winner take all. You can choose to fight with any of the 10 available fighters and then face off against everyone else.

WINNER DONATELLO

VS. BATTLE

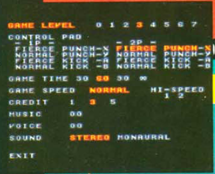
Each player can choose from all of the fighters and go head-to-head against a friend. Players can select the same character to fight with, too! This is a great option to have in a street fighting game.

STORY BATTLE

Select any one of the four Turtles and go after the kidnappers who nabbed April and Splinter. Before and after each battle, the story progresses in cinema scenes.

LET'S BEAT HIM SO W
CAN FIND APRIL AND
SPLINTER!
FIGHTER SELECT
LEO
MIKE
RAPH
DON

SET IT UP, DUDE



```
GAME LEVEL    0 1 2 3 4 5 6 7
CONTROL PAD
 - 1P -                   - 2P -
 FIERCE PUNCH-X FIERCE PUNCH-X
 NORMAL PUNCH-Y NORMAL PUNCH-Y
 FIERCE KICK -A FIERCE KICK -A
 NORMAL KICK -B NORMAL KICK -B
GAME TIME 30 60 30 ∞
GAME SPEED  NORMAL   HI-SPEED
                       1 2
CREDIT    1  3  5
MUSIC     00
VOICE     00
SOUND     STEREO MONAURAL

EXIT
```

OPTIONS

As with most street fighting games, Tournament Fighters allows you to access an option menu to change the Controller Configuration and set the time limit, speed and difficulty level. We recommend the default Controller Configuration, which is very sensible.

BLOCKS

Highly underrated in the street fighting scene, the ability to block and to know when to block can be critical to winning consistently. You'll pay the price if you don't put up a block to avoid special attacks.

SLAMMED!

GOOD BLOCK!

ATTACKS

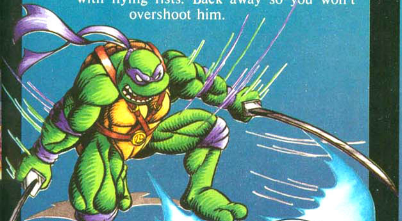
All fighters have their own special attack moves. A lot of the Controller motions required to execute the moves are similar, but the outcome is different.

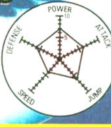
ULTIMATE ATTACKS

When the green gauge below your energy meter is full and flashes, press X and A at the same time to activate your Ultimate Attack Move. Devastating power!

LEONARDO

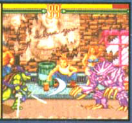
Leonardo is one of the best fighters in the tournament. His attack moves, while nothing extremely radical, are powerful and easy to execute. Leo's Ultimate Attack move is called the Millennial Wave. When the Ultimate Attack gauge is full, press the X and A Buttons to assault your rival with flying fists. Back away so you won't overshoot him.





SHINING CUTTER

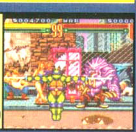
↓ ↘ → + X (Y)



You can easily throw Shining Cutters one right after the other. It's a very good strategy.

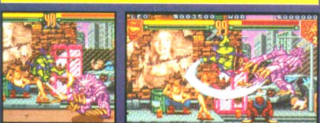
ENDLESS SCREW

↓ ↙ ← + X (Y)



It's not really endless, but it is lightning fast. Rely on this one to get you out of a jam.

ROTO CUTTER



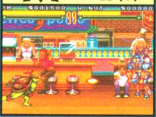
Press Toward, Down and then Down/Toward plus the X or Y Button to make Leonardo jump and execute the Roto Cutter. Leo will somersault toward his opponent with Katana blades spinning at full attack force.

RAPHAEL

A tight, compact warrior, Raph loves to slice and dice with his weapon, the Sai. His Ultimate Attack move sends a volley of fireballs screaming toward his rival. Remember not to get too close to your opponent when using the Ultimate Attack move.

JAMBOREE

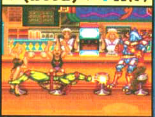
←↙ ↓ ↘→ + X (Y)



A fireball flies from Raph's hand when the Jamboree attack is called upon. What a weird name!

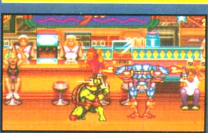
POWER DRILL

←(hold)→ + X(Y)

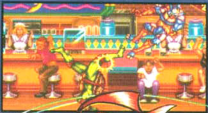


A long range Power Drill results if you press the X Button, while a shorter version occurs with Y.

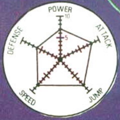
CHEST BUSTER



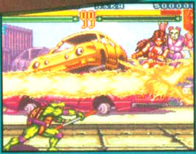
If you come under attack, press Away from your opponent to block the move. Blocking is a great set-up for attacks.



The Chest Buster is executed by pressing and holding Away for a second (blocking!) then pressing Toward plus A or B.

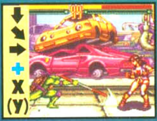


DONATELLO



Walk tall, be green, and carry a big stick. That's Donatello's motto. OK, maybe it isn't, but it should be. Don simply loves to swing the Bo. The spirit of a dragon will be called upon when Don executes his Ultimate Attack move. This attack can drain about half of his rival's energy.

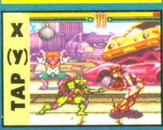
GROUND CLAW



↓ ↘ → + X (Y)

Ground Claws can be ripped off in rapid-fire fashion. Start the next before the first connects.

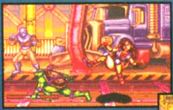
BO THRUST



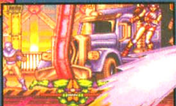
X (Y) TAP

An awesome display of finesse, the Bo Thrust is a great move if you've got your rival cornered.

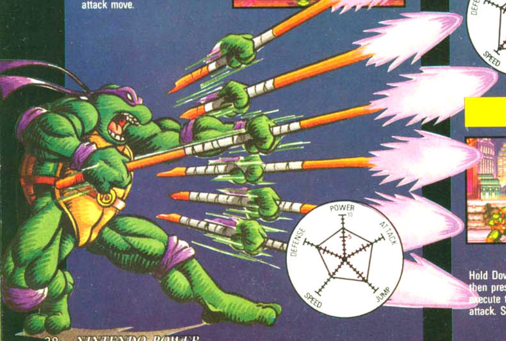
HEADSPIN ATTACK



If you try to execute the Headspin Attack, but don't hold the Control Pad in the required direction for long enough, you'll end up doing a sliding back kick. It's OK. Use it in conjunction with the Headspin Attack for a combo move.



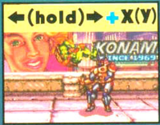
You can move Don forward or backward while he is spinning on his head, especially when you press the A Button to keep him spinning in conjunction with this attack move.



MICHAELANGELO

The happy-go-lucky Turtle has serious plans on his mind: winning the tournament! After all, he needs a vacation. Mikey's Ultimate Attack move simply rages on his opponent. Throwing every attack move in his book is the result. Wow!

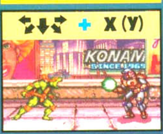
DYNAMITE BOMBER



← (hold) → + X (Y)

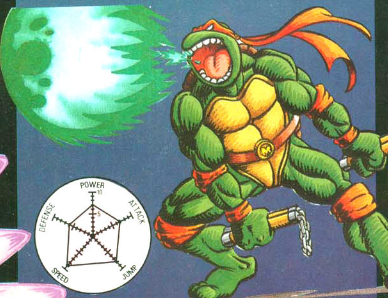
If you're close to your rival, several hits are usually scored with this quick rolling attack move.

DRAGON BREATH

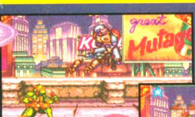


←↙↓↘→ + X (Y)

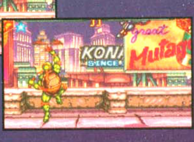
A strange ability due to natural halitosis, Mikey can spew fireballs from his mouth if he wants to.



RISING THUNDER

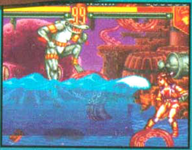


Mikey is crouched down in anticipation of his next move. Wait until your opponent has jumped toward you.



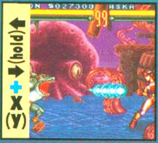
Hold Down for a second and then press Up plus X or Y to execute the Rising Thunder attack. Shoryuken? Huh?

ARMAGGON



Armaggon's Ultimate Attack move, the Tsunami, isn't what you'd call extremely powerful. Water apparently doesn't hurt too much. Don't rely on it to get you through a match. In fact, no matter which fighter you use, never rely on the Ultimate Attack. Concentrate on mastering the other attack moves.

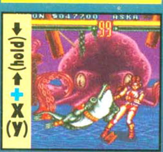
AQUA SHOCK



⬅ (hold) ➡ + X (Y)

A swirling blast of water is sent from Armaggon's mouth. Use the X Button. It's a faster move.

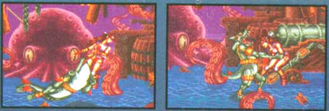
FIN SLICER



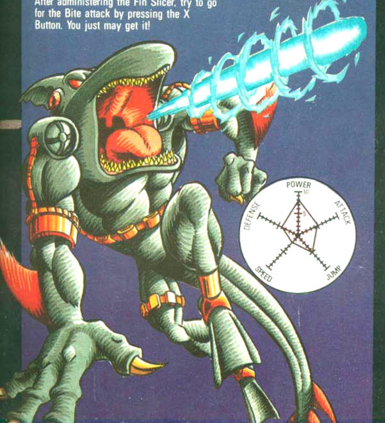
⬇ (hold) ⬆ + X (Y)

A very powerful move, the Fin Slicer can usually score two hits if you are close enough.

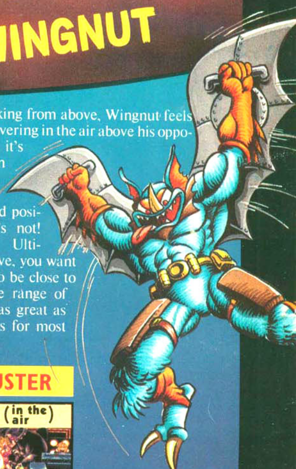
SLICE 'N BITE



After administering the Fin Slicer, try to go for the Bite attack by pressing the X Button. You just may get it!



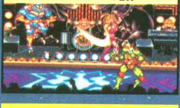
WINGNUT



Preferably attacking from above, Wingnut feels right at home hovering in the air above his opponents. Maybe it's because he can get his radar to work better from an elevated position. Maybe it's not! For Wingnut's Ultimate Attack move, you want your opponent to be close to you because the range of the attack isn't as great as the attack moves for most other fighters.

MOONBUSTER

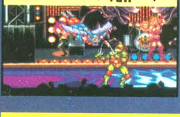
⬇⬊➡ + A (B) (in the air)

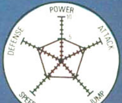


This move can only be performed while Wingnut is up in the air, not at ground level.

POWER DIVE

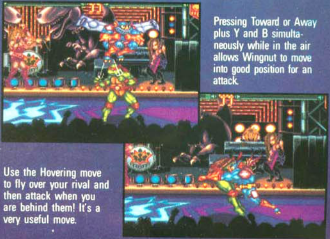
⬆ + ⬇ A (B) (in the air)





An excellent and easy move to do, the Power Dive can catch an opponent off guard.

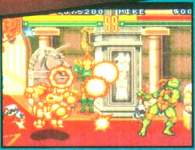
HOVERING ATTACK



Pressing Toward or Away plus Y and B simultaneously while in the air allows Wingnut to move into good position for an attack.

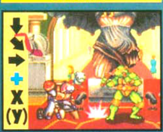
Use the Hovering move to fly over your rival and then attack when you are behind them! It's a very useful move.

CHROME DOME



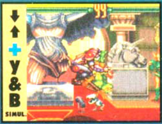
Chrome Dome is a well-rounded fighter who has a pretty good shot at winning the tournament. His Ultimate Attack move, the Chrome Bomb, needs some work. It can only be executed at close range if you want to achieve favorable results. Chrome Dome even blows himself up during the move. Cool!

CHROME SPARK



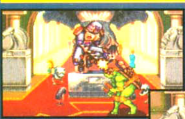
The Chrome Spark is easy to execute and is a good rapid-fire move, but rivals can jump it easily.

ELECTRIC PILE DRIVER

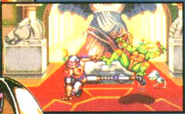


This move won't work unless you are close to your opponent. It's powerful and worth the effort.

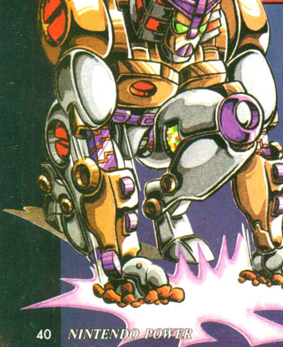
PUNCH/KICK COMBO

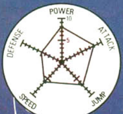


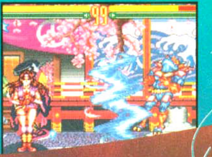
One of Chrome Dome's best combination moves is very simple. Jump toward your opponent and press the X Button. Both fists will strike your rival.



The second part of the move requires you to press Down and the A Button.

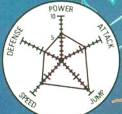






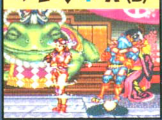
ASKA

It seems as if you will use the A Button quite often when you fight as Aska. She can deliver some very strong kicks. Try this technique: press Toward your opponent plus the A Button. She will administer her Hip Attack. It's not an overpowering move, but it's just so easy to do that you should use it a lot. The Tornado Attack, her Ultimate Attack move, will send a blustery tornado spinning toward her rival. It's OK, but not nearly as cool as other moves.



SPIN ATTACK

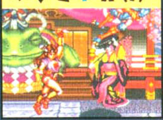
→ ↙ ↓ + A (B)



If you're close enough, you can score more than one hit if you use the A Button with this attack.

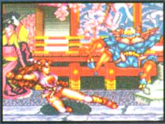
SPINNING UPPERCUT

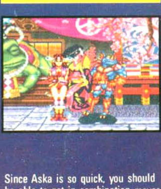
→ ↓ ↘ + X (Y)

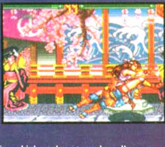


For its usefulness, this attack move isn't all that it's cracked up to be. There are better moves.

SPIN KICK COMBO

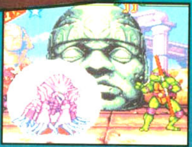






Since Aska is so quick, you should be able to get in combination moves easily. A Spin Attack followed up with a fierce kick works extremely well.

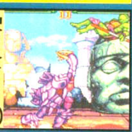
WAR



Plain and simple, War just doesn't like anything or anyone. His ultimate goal of destruction applies to everything (except himself). His Ultimate Attack move demonstrates this fact. He transforms himself into a ball of pure destructive energy and bounces off everything in sight.

TURNING UPPERCUT

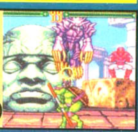
←(hold)→+X(Y)



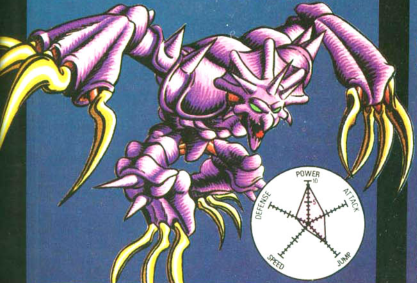
You'll use this one a lot! It's a great move to go to after you are finished blocking an attack.

DEATH FROM ABOVE

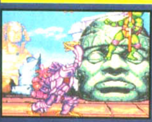
↓↑+A(B)

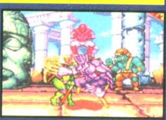


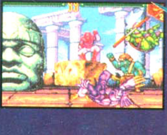
Not terribly powerful, but very accurate, Death From Above can be used from any distance.



UPPERCUT AND THROW







When the Turning Uppercut move ends, move in close and press the X Button. War will spin his rival around and end up tossing him into the corner.

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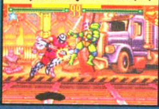
99

CYBER-SHREDDER

Possibly the strongest fighter, but not necessarily the best. Like any other street fighting game, anyone can win this tournament. Shredder's Ultimate Attack move, the Lightning Crusher, directs lightning through his body toward his opponent.

AURA CRUSHER

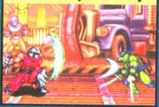
←(hold)→+X(Y)



If the X Button is used with this attack, you may score two hits if your rival is open to attack.

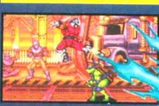
AURA SHIELD

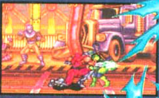
Y & B (SIMUL.)

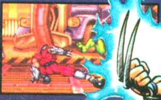


A defensive move that also works as an offensive move. Any attack that hits the shield will reflect.

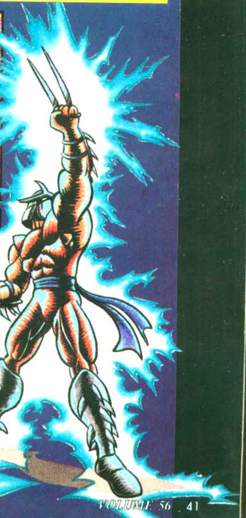
KNEE CRUSH PLUS MORE!

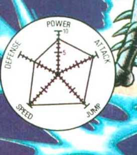






Press and hold away then press B or A for the Knee Crush. Next, throw a punch and follow it with a kick.





FUNCTION CHARTS

The columns highlighted in yellow designate moves executed at close range.

LEONARDO

	●\➡	↖⬆↗	⬇	●	➡
A	Roundhouse Kick	⬆ Jumping Front Kick ↖↗ Side Kick	Circular Foot Sweep	Side Kick	Roll Throw
B	Side Kick	⬆ Front Kick ↖↗ Knee	Foot Sweep	Shin Kick	Shin Kick
X	Katana Stab	Overhead Chop	Upper Katana Slash	Overhead Katana	Shoulder Throw
Y	Elbow	Katana Slash	Mid Katana Slash	Elbow	Elbow

RAPHAEL

	●\➡	↖⬆↗	⬇	●	➡
A	Roundhouse Kick	⬆ Front Kick ↖↗ Side Kick	Circular Foot Sweep	Spinning Kick	Suplex
B	Side Kick	⬆ Front Kick ↖↗ Knee	Foot Sweep	Shin Kick	Shin Kick
X	Overhead Sai	Overhead Sai	Upper Cut	Upper Cut	Shoulder Throw
Y	Cross Sai	Cross Sai	Front Jab	Elbow	Elbow

DONATELLO

	●\➡	↖⬆↗	⬇	●	➡
A	Roundhouse Kick	⬆ Front Kick ↖↗ Side Kick	Foot Slide	Side Kick	Head Butt
B	Side Kick	⬆ Front Kick ↖↗ Knee	Circular Foot Sweep	Front Shin Kick	Front Shin Kick
X	Spinning Bo Staff	Overhead Bo Staff	Upper Bo Staff Swing	Spinning Bo Staff	Shoulder Throw
Y	Elbow	Side Staff	Jab	Elbow	Elbow

MICHAELANGELO

	●\➡	↖⬆↗	⬇	●	➡
A	Roundhouse Kick	⬆ Front Kick ↖↗ Side Kick	Footslide (Long)	Side Kick	Spinning Throw
B	Side Kick	⬆ Front Kick ↖↗ Knee	Footslide (Short)	Side Kick	Side Kick
X	Nunchakus Swing	Nunchakus Chop	Upper Nunchakus Swing	Overhead Nunchakus Swing	Shoulder Throw
Y	Right Cross	Nunchakus Swing	Mid Katana Swing	Right Cross	Right Cross

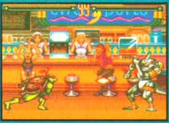
ARMAGGON

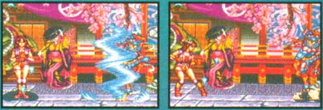
	●\➡	↖⬆↗	⬇	●	➡
A	Front Kick	Flying Drop Kick	Double Foot Sweep	Shin Kick	Two Hand Toss
B	Knee	Flying Knee Drop	Foot Sweep	Knee	Knee
X	Left Cross	Right Cross	Right Cross	Right Cross	Shark Bite
Y	Elbow	⬆ Jumping Punch ↖↗ Elbow Drop	Left Hand Slap	Elbow	Elbow

TOURNAMEN

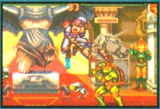
ATTACK TIMING

Since you have to wait for your Ultimate Attack gauge to fill before you can use this powerful move, these special attacks are likely to occur in the later stages of matches. That's cool because they work extremely well as "finishing moves." Build up to them with punches!

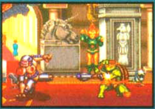




You can block an Ultimate Attack move, but it will still drain some of your energy. That's just the way it is – you can't do anything about it.



Attack positioning is critical to learn. As you'll see, the attack range of each fighter varies.



Chrome Dome can make this kick connect, but another fighter may not be able to reach as far.

ULTIMATE ATTACK MOVES

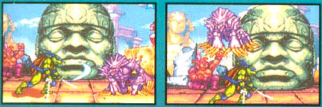
The Ultimate Attack move for each fighter is different. Some work best at long range, some only work at close range. Know it before you throw it!

RAT KING AND KARA

FIGHTER TIPS

ATTACK AVOIDANCE

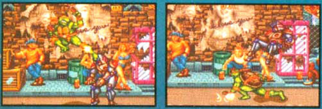
As War is doing in these photos, it's often best to jump over an enemies' special attack moves.



Leonardo's Shining Cutter attack will miss its mark because War was in the process of setting up for his own attack move . . . Death From Above!

COMBINATIONS

Every fighter has a few moves that can be used in combination. They are usually easy to figure out.



Mikey gives Chrome Dome the ol' one-two with a leaping kick and a sliding back kick after he lands. This combination can be difficult to defend.

SMOOTH MOVES!

There are moves requiring you to press one Button while holding the Control Pad in one direction.

If you set the Game Level to 3 or above, your last fight in the tournament will be with Karai. Setting it below 3 isn't enough of a challenge for Karai to even show his face. Rat King will end it.

The directions indicated for the moves on the charts assumes that your chosen character is on the left and your opponent on the right. A circle with no arrow attached represents a neutral Control Pad position.

TMNT: TOURNAMENT FIGHTERS

WINGNUT

	●\➡	↖⬆↗	⬇	●	➡
A	Handstand Spin	Jumping Side Kicks ⬆ High ↗ Low	Squat Spin	Handstand Spin	Handstand Spin
B	Front Kick	Jumping Side Kicks ⬆ High ↗ Low	Foot Sweep	Front Kick	Front Kick
X	Stomach Punch	Jumping Downward Punch	Front Punch	Upper Cut	Power Slam
Y	Elbow	⬆ Chop ↖↗ Elbow	Front Punch	Upper Cut	Blood Sucker

CROME DOME

	●\➡	↖⬆↗	⬇	●	➡
A	Extended Side Kick	⬆ Side Kick ↖↗ Extended Side Kick	Extended Side Kick	Double Knee	Double Knee
B	Side Kick	⬆ Reverse Side Kick ↖↗ Foot Jam	Foot Sweep	Knee	Knee
X	● Extended Uppercut ⬅ Uppercut	Double Punch	Extended Front Punch	Uppercut	Body Slam
Y	Front Punch	Jumping Downward Punch	Front Punch	Upper Cut	Rapid Punch

ASKA

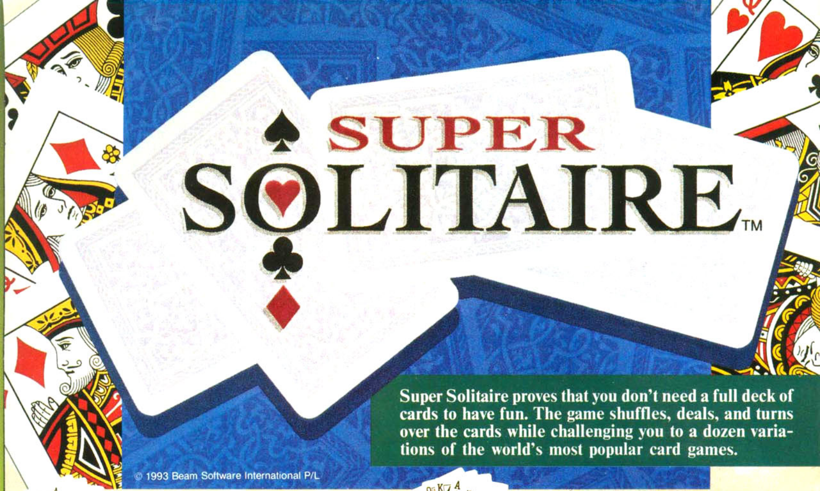
	●\➡	↖⬆↗	⬇	●	➡
A	● Side Kick (Long) ⬅ ➡ Hip Shot	Front Kick	Foot Slide (Long)	High Front Kick	Hip Shot
B	Side Kick (Short)	Split Knee	Foot Slide (Short)	Knee	Knee
X	Upper Front Punch	Chop	Front Punch	Ludging Elbow	Face Smash
Y	Front Punch	Chop	Front Punch	Front Punch	Front Punch

WAR

	●\➡	↖⬆↗	⬇	●	➡
A	Double Front Kick	Double Front Kick	Circular Foot Sweep	Knee/Front Kick Combo	Knee/Front Kick Combo
B	Side Kick	Side Kick	Foot Sweep	Knee	Knee
X	Front Talon Stab	Downward Talon Stab	Talon Slap	Talon Slap	Somersault Throw
Y	Upper Cut	Reverse Elbow Drop	Talon Slap	Forearm Punch	Forearm Punch

CYBER SHREDDER

	●\➡	↖⬆↗	⬇	●	➡
A	Side Kick	Side Kick	Foot Sweep	Spinning Back Kick	Spinning Back Kick
B	Shin Kick	Side Kick	Foot Sweep	Shin Kick	Shin Kick
X	Front Punch	⬆ Punch ↖↗ Palm Punch	Front Punch	Downwards Punch	Body Slam
Y	Jab	⬆ Punch ↖↗ Palm Punch	Front Punch	Jab	Jab



SUPER SOLITAIRE™

Super Solitaire proves that you don't need a full deck of cards to have fun. The game shuffles, deals, and turns over the cards while challenging you to a dozen variations of the world's most popular card games.

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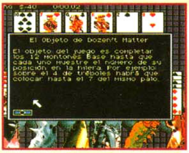
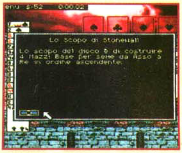
Language Barrier

Super Solitaire includes many different games. If you are unfamiliar with a certain style, you can access a help screen that will teach you the rules of the game. As an added bonus, you can get on-screen instructions in any of five languages: English, French, German, Italian, or Spanish. This is truly a game of global proportions.



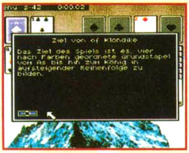
El Objeto de Dozen't Matter

El objeto del juego es completar los 12 montones Base hasta que cada uno muestre el número de su posición en la hilera. Por ejemplo: sobre el 4 de tréboles habrá que colocar hasta el 7 del mismo palo.



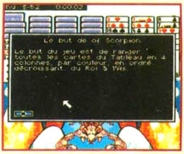
Lo Scopo di Stonewall

Lo scopo del gioco è di costruire 4 Mazzi Base per seme da Asso a Re in ordine ascendente.



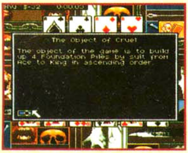
Ziel von of Klondike

Das Ziel des Spiels ist es, vier nach Farben geordnete Grundstapel vom As bis hin zum König in aufsteigender Reihenfolge zu bilden.



Le but de of Scorpion

Le but du jeu est de ranger toutes les cartes du Tableau en 4 colonnes, par couleur, en ordre décroissant, du Roi à l'As.



The Object of Cruel

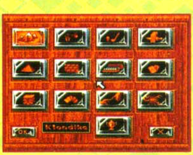
The object of the game is to build up 4 Foundation Piles by suit from Ace to King in ascending order.

A Classic

Solitaire requires a sharp eye and a head for numbers. You also have to know the rules of the game, which is where Super Solitaire has the winning hand. The Help option explains the rules to all twelve variations of Solitaire. Help lets you explore every possible move. If you mess up, Undo it or choose Redeal. Or maybe you just want to think about a tricky layout overnight. In that case, the password lets you save your current progress. You can also set the number of Draws—how many times you are allowed to turn over the pile—and Flip, which sets the number of cards turned over at a time.

Mouse Control

The Super NES mouse is definitely the controller of choice for Super Solitaire. While playing, you will need to move the cursor around the screen a lot. While the standard Super NES Controller works just fine, it is easy to see that the mouse makes Super Solitaire much easier to play.

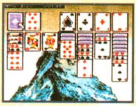


12 Games To Choose From

There are many ways to play Solitaire, and everybody seems to have a favorite. The only thing that remains constant is that most people can't stand to have someone peering over their shoulder as they play! Try these games in the privacy of your own Super NES.

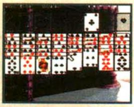
Klondike

This is probably the most popular and most widely played version of Solitaire.



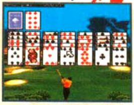
Free Cell

This game gets its name from the holding 'cell' where you can store cards for later.



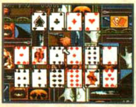
Golf

The only clubs you need in this game are the ones that you find in your deck of cards.



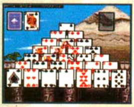
Cruel

It's not as mean a game as the title implies. Try to get all of the cards to the top.



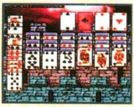
Pyramid

Match up combinations of cards that add up to 13 and clear the board.



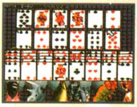
Stonewall

Try to expose the cards that are face down and build up the four foundation piles.



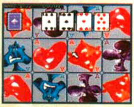
Dozen't Matter

You must build the 12 base piles up to a certain number.



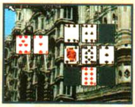
Aces Up

Four cards at a time are dealt. Uncover the four aces by removing lower value cards.



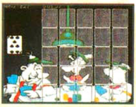
Florentine

There is a foundation pile in each corner. Your mission? Fill 'em up!



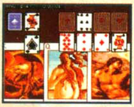
Poker

Make poker hands out of the cards provided and go for the highest score possible.



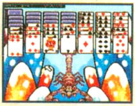
Canfield

The hardest thing in this game is getting the four foundation piles started.

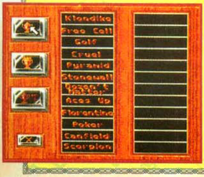


Scorpion

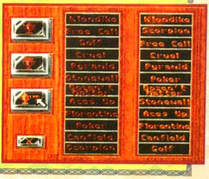
It takes a lot of strategy to complete this game without getting stung.



The Tournament


Klondike
Free Cell
Golf
Cruel
Pyramid
Stonewall
Dozen't Matter
Aces Up
Florentine
Poker
Canfield
Scorpion

In the Tournament Mode, you will go through all 12 Solitaire games. The tough part is that there is a time limit. If you aren't done when your time runs out, you automatically go on to the next game. You must play fast and get high scores to do well. It's really tough to race against the clock. Keep your cool.


Klondike
Free Cell
Golf
Cruel
Pyramid
Stonewall
Dozen't Matter
Aces Up
Florentine
Poker
Canfield
Scorpion
Klondike
Scorpion
Free Cell
Cruel
Pyramid
Poker
Dozen't Matter
Stonewall
Aces Up
Florentine
Canfield
Golf

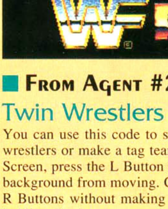
CLASSIFIED INFORMATION

■ FROM AGENT #201

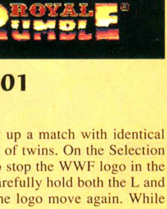
Twin Wrestlers

You can use this code to set up a match with identical wrestlers or make a tag team of twins. On the Selection Screen, press the L Button to stop the WWF logo in the background from moving. Carefully hold both the L and R Buttons without making the logo move again. While holding the buttons, press the Select Button. Now you can select any wrestler twice.

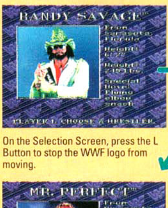
Hold L and R, then press Select.


RANDY SAVAGE
PLAYER 1 CHOOSE A WRESTLER

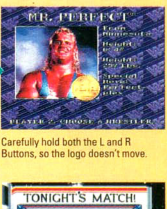
On the Selection Screen, press the L Button to stop the WWF logo from moving.


MR. PERFECT
PLAYER 2 CHOOSE A WRESTLER

Carefully hold both the L and R Buttons, so the logo doesn't move.


MR. PERFECT
PLAYER 2 CHOOSE A WRESTLER

While you're holding the buttons, press Select, then you can choose any wrestler twice.

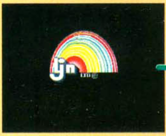

TONIGHT'S MATCH!

This code works great in either a One-on-One or a Tag-Team match.

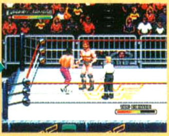
Super Punch Mode

You can give your Punch a little extra wallop by entering this code when you first start a new game. After turning on the power, wait until the copyright information begins to fade, then press B and Y at the same time. You will hear a grunt if the code is entered correctly.

While the LJN logo is fading, press B and Y.



While the LJN logo is fading, press B and Y.



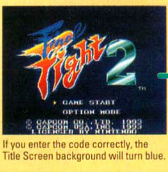
If you hear a grunt, your characters will be able to perform the Super Punch!

■ FROM AGENT #884

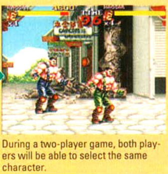
Same Player Code

This great code, sent in by Agent #884, will let you play a two-player game where both players are using the same character. To enter the code, start a new game, then wait for the opening sequence to finish and the Title Screen to appear (don't press Start). On Controller I, press Down, Down, Up, Up, Right, Left, Right, Left, L, then R. If you enter the code correctly, the Title Screen should turn blue. If you select a two-player game, then press Start. Both players will be able to select the same player.

On the Title Screen: Down, Down, Up, Up, Right, Left, Right, Left, L, then R.


Final Fight 2
GAME START
OPTION MODE
© CAPCOM CO.,LTD. 1993
© CAPCOM USA,INC. 1993
LICENSED BY NINTENDO

If you enter the code correctly, the Title Screen background will turn blue.



During a two-player game, both players will be able to select the same character.

The Ren & Stimpy Show

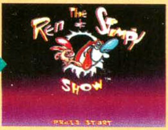
FROM AGENT #115

Level Select

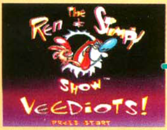
This code will allow you to start the game at any stage of the game. When you first turn on the power, wait until the "Veediots" logo starts fading on the screen, then enter the code. On Controller I, press L, R, A, L, R, L, B, R, then X before the logo is completely formed. Select any stage, then press Start to begin.

On the Title Screen, press L, R, A, L, R, L, B, R, then X.

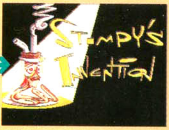
Getting to the later stages of the game can be frustrating for some players.


The Ren & Stimpy Show
PRESS START

When the Title Screen first starts to appear, enter the code above.


The Ren & Stimpy Show
VEEDIOTS!
PRESS START

You must enter the entire code before the "Veediots" fully forms.


STIMPY'S INVENTION

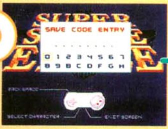
If you enter the code correctly, you can start the game on any stage you want.

SUPER STRIKE EAGLE

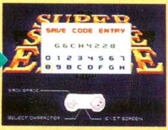
FROM AGENT #572

Secret Mission

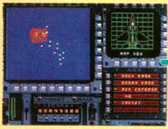
Our agents have found a special password that will allow you to fly against the enemy in a secret mission. Select the Saved Game option to pull up the Password Screen. Enter G6CH4228 as your password, then press Start. The screen will read "Bonus Mission" and the map of an island will appear. This mission is very difficult with over 30 targets to destroy!


SAVE CODE ENTRY
0 1 2 3 4 5 6 7
8 9 B C D F G H

Select the Saved Game option to access the Password Screen.


SAVE CODE ENTRY
G6CH4228
0 1 2 3 4 5 6 7
8 9 B C D F G H

Enter G6CH4228 as your password, then press the Start Button.



The Bonus Mission may prove difficult with over 30 targets to destroy.

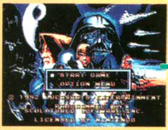
Complete the mission and you can get over 125,000 points!

SUPER STAR WARS

FROM AGENT #648

Invincibility Code

First enter the Debug Code at the Title Screen by pressing A 4 times, X, B 4 times, Y, X 4 times, A, Y 4 times and B on Controller I. While you are playing through any side-scrolling stage on Controller II, hold Select then press and hold A, B, X, and Y. When you release all the buttons, you will be invincible for the rest of the stage.


START GAME
OPTION MENU

At the Title Screen, enter the Debug Code that first appeared in Volume 44.

Enter the rest of the code while you are playing in one of the side-scrolling stages with Controller II

Hold Select, then press and hold A, B, X, and Y. Release the buttons and you're invincible.

SCORE:
TIME:
BLASTER

When you finish the stage, the game will continue as normal unless you re-enter the code.

CLASSIFIED INFORMATION

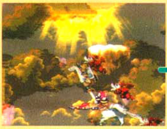
ActRaiser 2

FROM AGENT #919

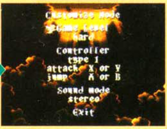
Special Passwords

Our Agents in the field have found these great bonus passwords for ActRaiser 2 that will let you access secret modes of the game. Normally, when you turn on the game your character will demonstrate his fighting and flying abilities on the demo screen. If you set the difficulty level at Hard, then enter BJQX YRKC DLSZ as your password, you can play the Demo Screen.

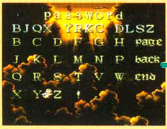
Play the Demo:	**BJQX YRKC DLSZ**
End Credits:	**MTkM SkTk HNSH**



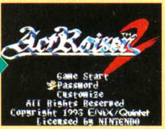
When you first turn on the game, your character will fight through the Demo Screen.


Customize Mode
Game Level
hard
Controller
type 1
attack X or Y
jump A or B
Sound mode
stereo
Exit

On the Title Screen, choose the password option, then press the Start Button.

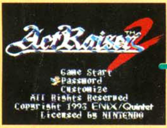

Password
BJQX YRKC DLSZ
B C D F G H page
J K L M N P back
Q R S T V W end
X Y Z !

Key in the password exactly as it is printed above, then press the Start Button.

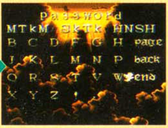

ActRaiser 2
Game Start
Password
Customize
All Rights Reserved
Copyright 1993 ENIX/Quintet
Licensed by NINTENDO

Now you can control the character in the opening scene.

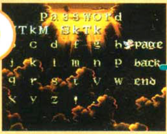
This second secret password will let you access the Credits Screen and view all of the programmers' names. On the continue screen, enter MTkM SkTk HNSH as your password, and the screen will automatically switch to the credits.


ActRaiser 2
Game Start
Password
Customize
All Rights Reserved
Copyright 1993 ENIX/Quintet
Licensed by NINTENDO

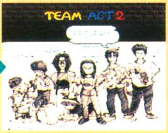
On the Title Screen, choose the password option, then press the Start Button.


Password
MTkM SkTk HNSH
B C D F G H page
J K L M N P back
Q R S T V W end
X Y Z !

While you are on the Password Screen, enter the End Credits password.


Password
MTkM SkTk
c d f g h page
j k l m n p back
q r s t v w end
x y z !

Press the Select Button to switch screens when you need to enter a lower case letter.



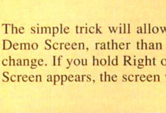
The programmers will appear in a cartoon, showing you what they did in the game.

METAL COMBAT FALCON'S REVENGE

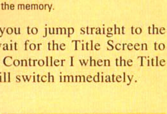
FROM AGENT #941

Erase All Data

Metal Combat: Falcon's Revenge will normally keep track of the best Clear Times and scores, even if you turn off the memory. Use this code to clear out the memory, so you can start the game fresh. On the Title Screen, press Up, Up, Down, Down, L, R, L, then R. If you enter the code correctly, the Cleared Back-up Data Screen will appear.

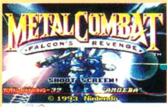

BATTLE GAME
TOTAL TIME BEST RECORD
RANK RECORD CONTINUE ST CLASS

Normally, the game will keep track of your best Clear Times and scores.

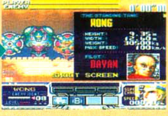

DATA CLEAR OK?
B··· CLEAR
Y··· CANCEL
CONTROLLER 1

On the Title Screen press Up, Up, Down, Down, L, R, L, then R to clear the memory.

The simple trick will allow you to jump straight to the Demo Screen, rather than wait for the Title Screen to change. If you hold Right on Controller I when the Title Screen appears, the screen will switch immediately.


METAL COMBAT
FALCON'S REVENGE
SHOOT SCREEN!
© 1993 Nintendo

If you want to watch the Demo Screen but don't want to wait, try this trick.


WONG
PILOT
DAYAN
SHOOT SCREEN

Hold Right on Controller I and the Demo Screen will appear.

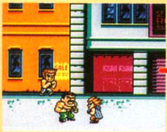
CLASSIFIED INFORMATION

MIGHTY Final Fight

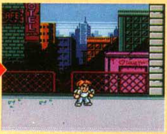
FROM AGENT #202

Bonus Levels

Normally, when you play Mighty Final Fight as Cody or Guy you will begin the game with one strength level, but you can quickly boost their levels with this trick. Start a new game and select Haggar as your fighter. When you encounter your enemies, quickly allow yourself to be defeated all three times. When you continue your game, select either of the other two players, and they will begin with Haggar's strength levels.



Start the game as Hagger, then let yourself be defeated by the enemies.



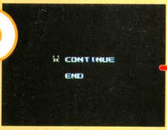
When you continue the game, select Guy or Cody, and you will have two extra levels!

SUPER SPY HUNTER

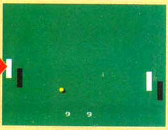
FROM AGENT #360

Hyper Tennis

This strange code allows you to play Hyper Tennis, a game that plays exactly like the classic game Pong. Start a game, then lose all of your lives. On the Continue Screen, leave the cursor next to Continue, press the A Button eight times, then press Start. The screen will switch to the hidden game, where you can select a one- or two-player game. If you beat the computer, you will continue Super Spy Hunter with 20 extra lives.



Before you continue the game, press the A Button eight times, then press Start.



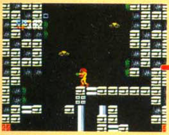
If you beat the computer at Hyper Tennis, you'll continue the normal game with 20 lives.

METROID

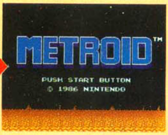
FROM AGENT #888

Quick End

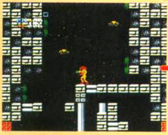
Sometimes a player can become trapped in the mazes of the original Metroid without any escape. Instead of resetting the game, the code will allow you to access the password screen. On Controller I, press Start to pause the game. While the game is paused, press Up and A on Controller II.



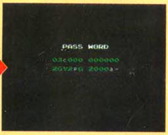
Sometimes a player can get stuck in the caverns without any escape.



Normally, you will need to press reset, then enter an old password.



Press Start on Controller I to pause the game, then press Up and A on Controller II.

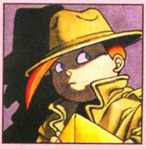


Now you can enter a new password that starts you further in the game.

SECRET AGENTS WANTED

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733



CLASSIFIED INFORMATION

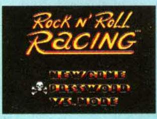
In celebration of the New Year, two Bonus Pages have been included to this month's Classified Information section.

Here's a bundle of passwords to some of the hottest new games around. Plug them in and check 'em out!

Rock N' Roll Racing

Drakonis -	!B!R	T5C3	X5PT
Bogmire -	7JM8	QQCB	9SPS
New Mojave -	1FQ8	R5CL	9KK2
Nho -	V2L8	14BV	92K!
Inferno -	XWC7	HZB5	5TJ!

Having trouble getting to the later races? Use these passwords to jump up to the later planets in the game. All of these passwords are for the Warrior Level, so it will take high-powered skills to finish.



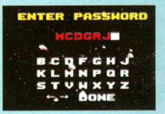
Select the password option and press Start, then select a one- or two- player game.

Enter the Password that takes you to the planet where you wish to race.

Super Star Wars: The Empire Strikes Back

Rebel Base -	WLJWDN
Dagobah -	PGPNMG
Cloud City -	NCDGRJ
Final Battle -	NSRSCL

The graphics and sound are great in this game, but if you can't make it past any of the bosses, you'll miss out on the action! Explore any of the later areas in the game by entering one of the passwords below. Good luck, and May The Force Be With You!



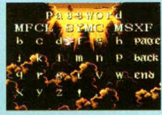
When you select the Continue Mode, enter one of the six character passwords, then press Start.

Enter any of these passwords to skip to the later stages of the game.

ActRaiser 2

Death Heim Codes	
EASY:	MFCL SYMC MSXF
MEDIUM:	MFCL SYMC MSXF
HARD:	MFCL SYMC MSXF

Use these ActRaiser 2 passwords to try your skills against the evil Death Heim. Passwords for all three skill levels are included, so use the one that fits your skills. If you need to enter a lower case letter, press Select to access a second page of letters. Although these passwords don't contain them, some do.



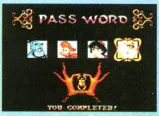
When you are on the Password Screen you must press Select to access more letters.

These Passwords will test your skills against the final stage of the game.

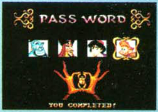
CLASSIFIED INFORMATION

Disney's Aladdin

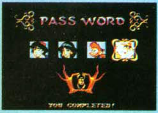
Each of the passwords in Disney's Aladdin require you to line up four of the character's pictures in the correct order. These passwords will let you explore some of the different areas of the game. This is just a small sample, so keep on playing!


PASS WORD
YOU COMPLETED!

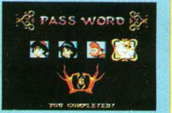
You must enter the cave and find the lamp when you use this password.


PASS WORD
YOU COMPLETED!

The Genie will help you out, but only after you make it through his world.


PASS WORD
YOU COMPLETED!

JaFar's castle is full of obstacles that bar your way. Test your skills with this password.

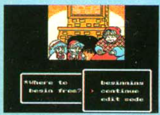

PASS WORD
YOU COMPLETED!

Defeat JaFar for the final time with this password. The end of the game is near!

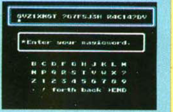
Fire 'N Ice

Fire 'N Ice by Tecmo is a puzzling game that can frustrate even the best players. If you find the early level too easy, you can skip to the more difficult Worlds by entering either of these passwords. Warning! The last levels of the game are very tough!

World 6-1 -	**PD.K9WL!** **M2VZ1XN6** **T?G7V5JD**
Final World -	**8VZ1XN6T** **G7FSJ3HR** **4CQBJ!DV**


*Where to
begin from?
beginning
continue
edit mode

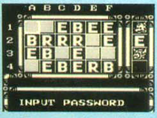
When you first begin playing, select the Continue Mode to access the Password Screen.


8VZ1XN6T ?G7FSJ3H R4C14?DV
*Enter your password.
B C D F G H J K L M
N P Q R S T V W X ?
Z 1 2 3 4 5 6 7 8 9
. / forth back END

Use these passwords to access the more difficult Worlds in the game.

Mega Man IV

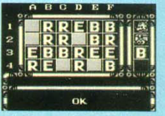
These passwords will help you along the way in your fight to finish off Dr. Wily. To input a password, go to the Continue Screen and match the screen grid to one of the photos below. Each of these passwords will also add extra weapons to your arsenal. With this kind of help, Dr. Wily doesn't stand a chance.



	A	B	C	D	E	F	
1			E	B	E	E	
2	B	R	R	R		E	E
3	E	B		E			
4		E	B	E	R	B	

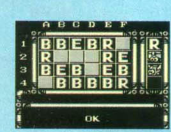
INPUT PASSWORD

Use this password for a great head start. You will begin the game with four extra weapons.



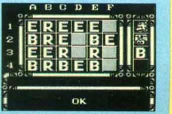
	A	B	C	D	E	F	
1		R	R	E	B	B	
2		R	R		B	R	
3	E	B	B	R	E	E	B
4	R	E		R		B	

Having trouble beating Dr. Wily's Tank? Here is the password that will get you past it.



	A	B	C	D	E	F	
1	B	B	E	B	R		R
2	R				R	E	
3	B	E	B		E	B	
4		B	B	B	B	R	

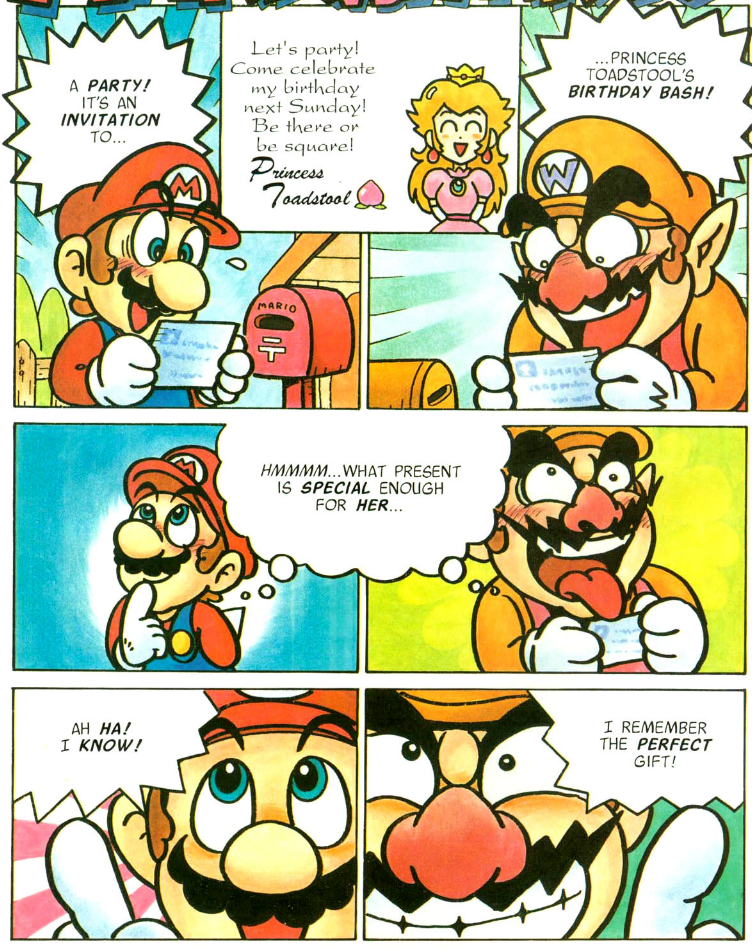
Here are a couple more weapons to help you along the way. You're almost finished!

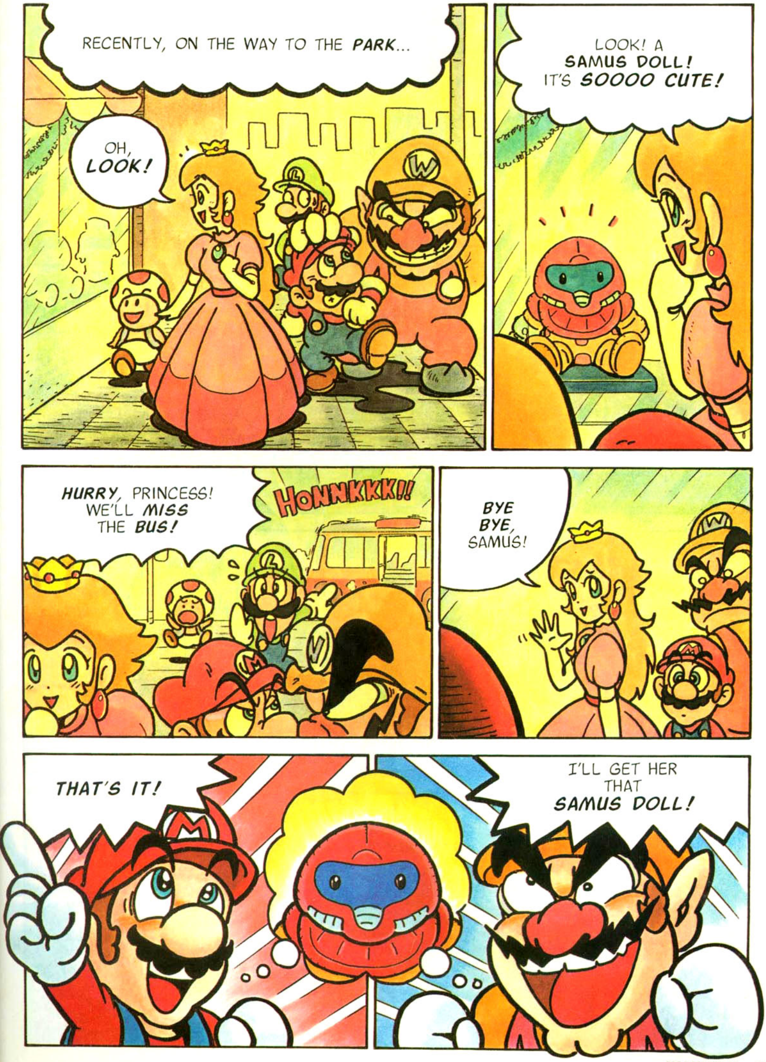


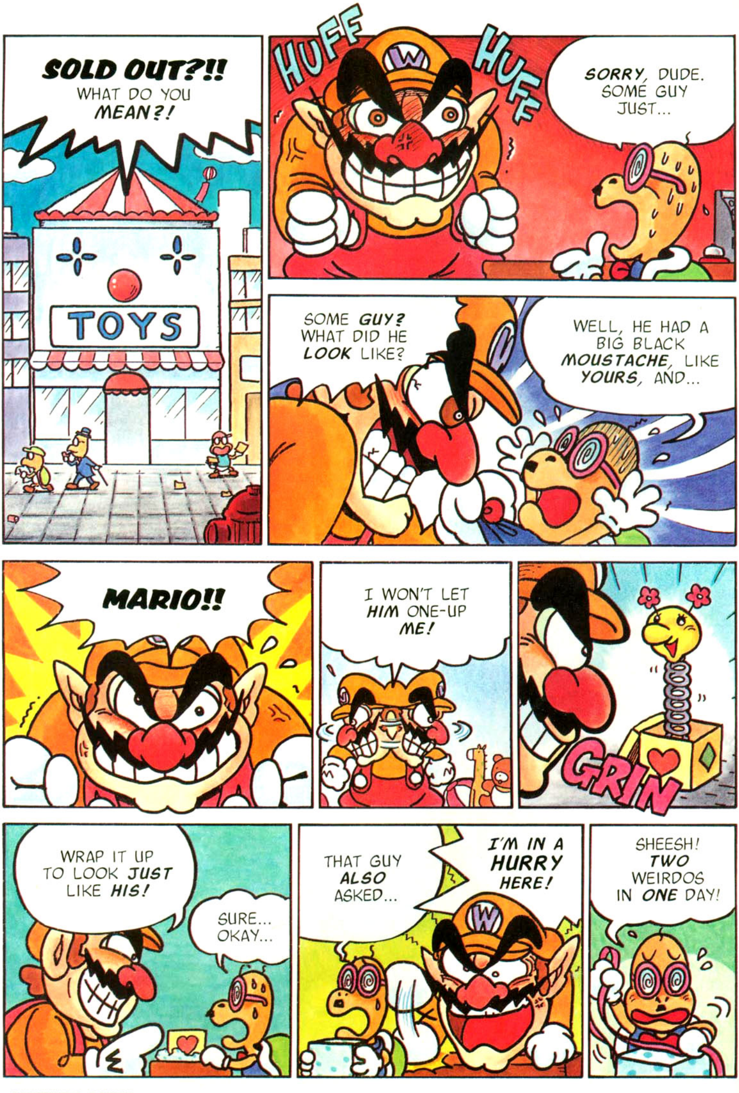
	A	B	C	D	E	F	
1	E	R	E	E	E		
2	B	R	E		B	E	
3	E	E	R		R		B
4	B	R	B	E	B		

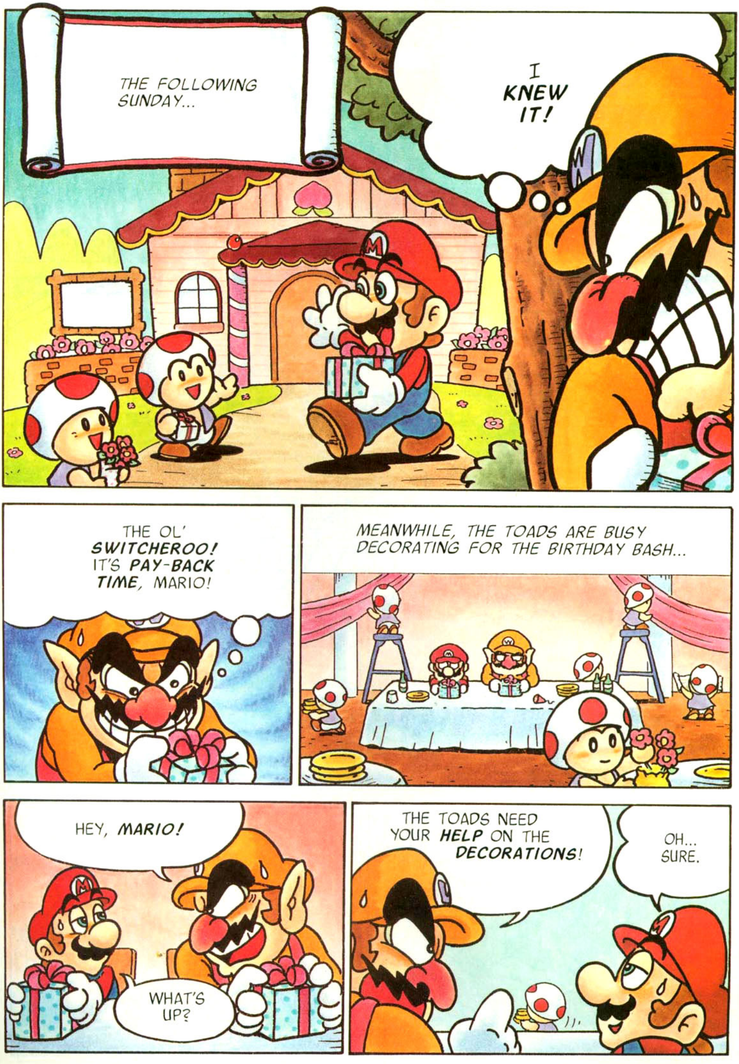
Dr. Wily is all that stands between you and victory when you use this password.

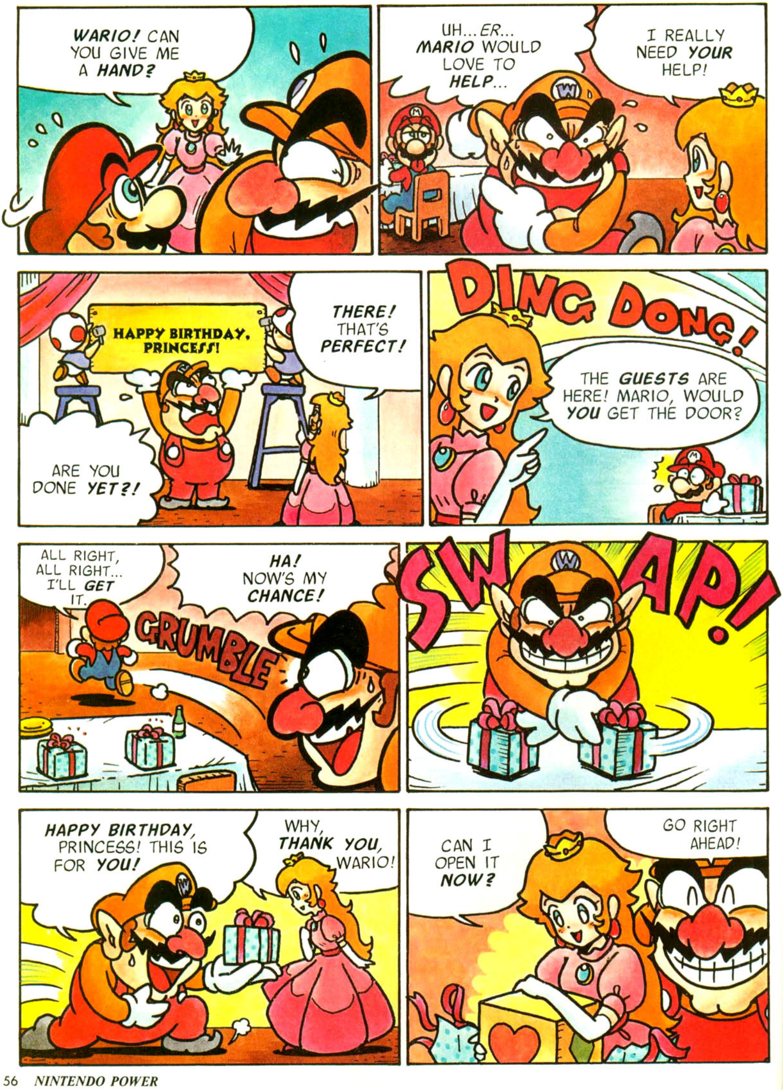
MARIO VS WARIO

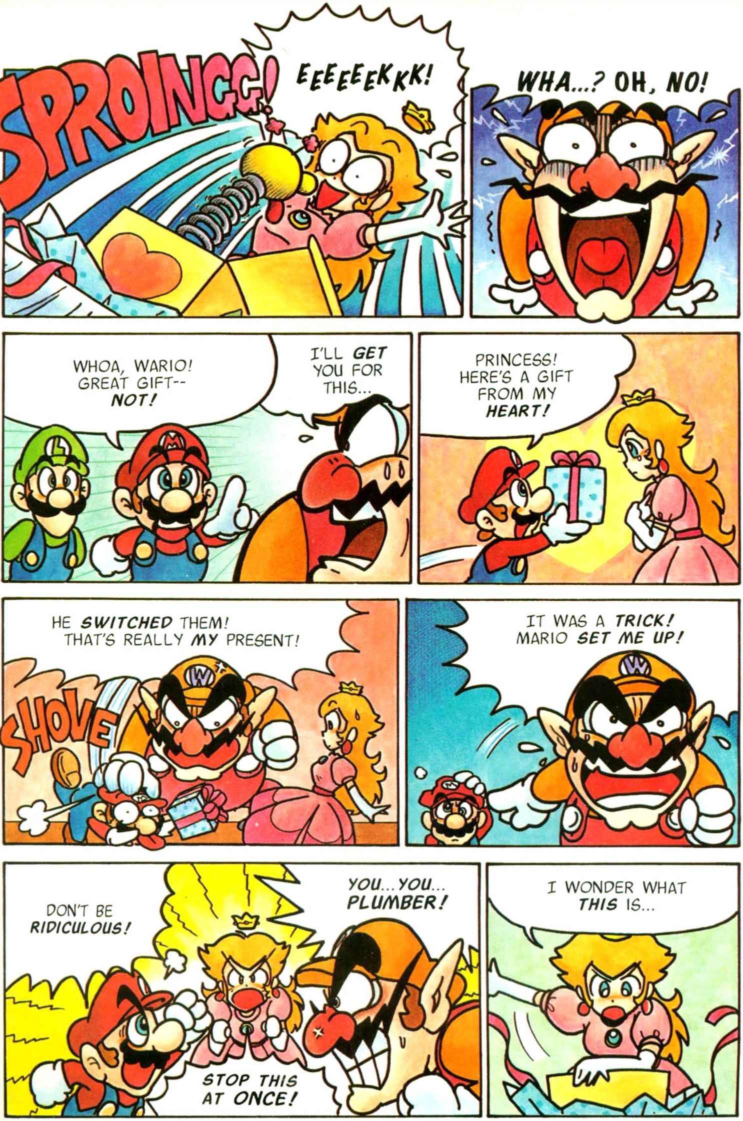

A PARTY! IT'S AN INVITATION TO...
Let's party! Come celebrate my birthday next Sunday! Be there or be square! Princess Toadstool
...PRINCESS TOADSTOOL'S BIRTHDAY BASH!
MARIO
HMMMM...WHAT PRESENT IS SPECIAL ENOUGH FOR HER...
AH HA! I KNOW!
I REMEMBER THE PERFECT GIFT!

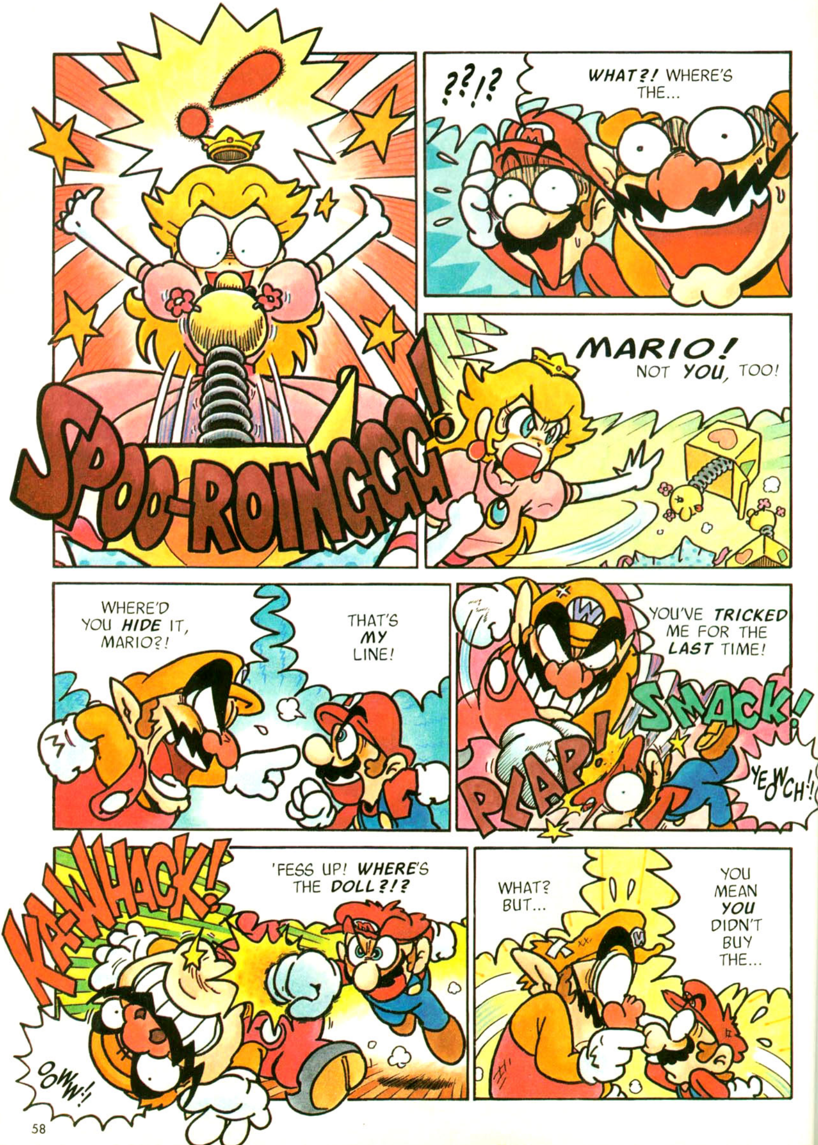

RECENTLY, ON THE WAY TO THE **PARK**...
OH, **LOOK!**
LOOK! A **SAMUS DOLL!** IT'S ***SOOOO CUTE!***
HURRY, PRINCESS! WE'LL ***MISS*** THE ***BUS!***
HONNKKK!!
BYE BYE, SAMUS!
THAT'S IT!
I'LL GET HER THAT ***SAMUS DOLL!***

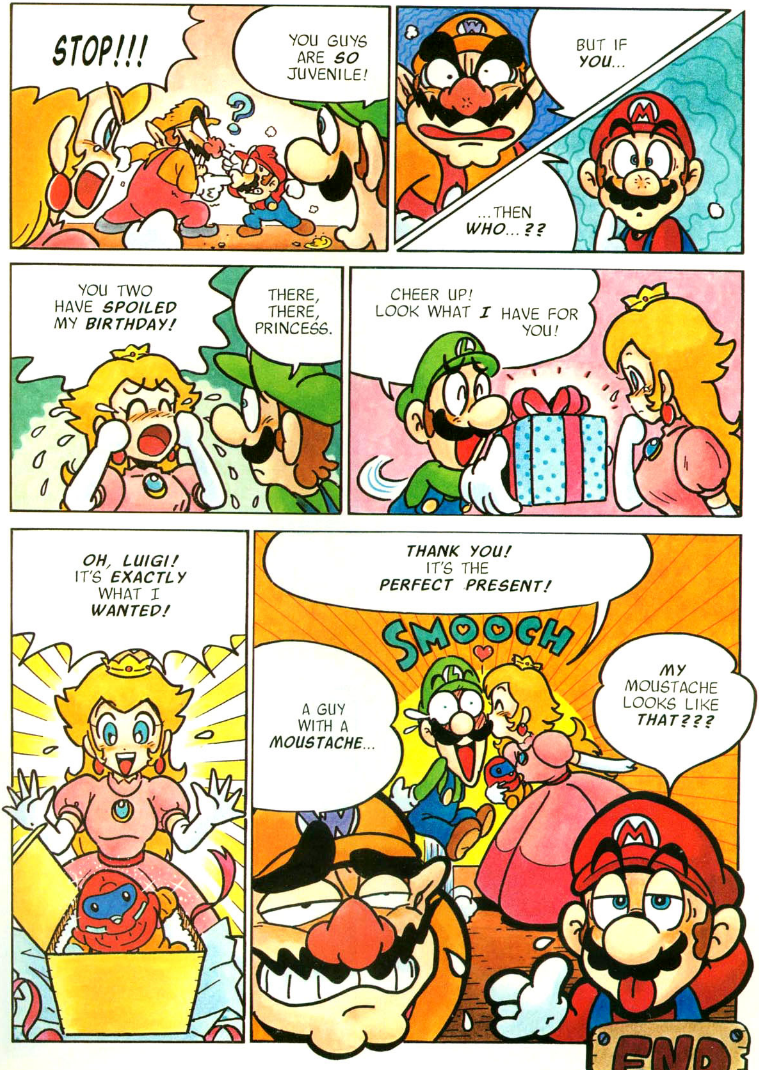

SOLD OUT?!! WHAT DO YOU MEAN?!
TOYS
HUFF HUFF
SORRY, DUDE. SOME GUY JUST...
SOME GUY? WHAT DID HE LOOK LIKE?
WELL, HE HAD A BIG BLACK MOUSTACHE, LIKE YOURS, AND...
MARIO!!
I WON'T LET HIM ONE-UP ME!
GRIN
WRAP IT UP TO LOOK JUST LIKE HIS!
SURE... OKAY...
THAT GUY ALSO ASKED...
I'M IN A HURRY HERE!
SHEESH! TWO WEIRDOS IN ONE DAY!


THE FOLLOWING SUNDAY...
I KNEW IT!
THE OL' SWITCHEROO! IT'S PAY-BACK TIME, MARIO!
MEANWHILE, THE TOADS ARE BUSY DECORATING FOR THE BIRTHDAY BASH...
HEY, MARIO!
WHAT'S UP?
THE TOADS NEED YOUR HELP ON THE DECORATIONS!
OH... SURE.


WARIO! CAN YOU GIVE ME A HAND?
UH... ER... MARIO WOULD LOVE TO HELP...
I REALLY NEED YOUR HELP!
HAPPY BIRTHDAY, PRINCESS!
THERE! THAT'S PERFECT!
ARE YOU DONE YET?!
DING DONG!
THE GUESTS ARE HERE! MARIO, WOULD YOU GET THE DOOR?
ALL RIGHT, ALL RIGHT... I'LL GET IT.
GRUMBLE
HA! NOW'S MY CHANCE!
SWAP!
HAPPY BIRTHDAY, PRINCESS! THIS IS FOR YOU!
WHY, THANK YOU, WARIO!
CAN I OPEN IT NOW?
GO RIGHT AHEAD!


SPROINGG!
EEEEEEKKK!
WHA...? OH, NO!
WHOA, WARIO! GREAT GIFT-- NOT!
I'LL GET YOU FOR THIS...
PRINCESS! HERE'S A GIFT FROM MY HEART!
HE SWITCHED THEM! THAT'S REALLY MY PRESENT!
SHOVE
IT WAS A TRICK! MARIO SET ME UP!
DON'T BE RIDICULOUS!
YOU...YOU... PLUMBER!
STOP THIS AT ONCE!
I WONDER WHAT THIS IS...


!
SPOO-ROINGGG!
??!?
WHAT?! WHERE'S THE...
MARIO! NOT YOU, TOO!
WHERE'D YOU HIDE IT, MARIO?!
THAT'S MY LINE!
YOU'VE TRICKED ME FOR THE LAST TIME!
SMACK!
PLAP!
YEOWCH!!
KA-WHACK!
'FESS UP! WHERE'S THE DOLL?!?
OOWW!!
WHAT? BUT...
YOU MEAN YOU DIDN'T BUY THE...


STOP!!!
YOU GUYS ARE SO JUVENILE!
?
BUT IF YOU...
...THEN WHO...??
YOU TWO HAVE SPOILED MY BIRTHDAY!
THERE, THERE, PRINCESS.
CHEER UP! LOOK WHAT I HAVE FOR YOU!
OH, LUIGI! IT'S EXACTLY WHAT I WANTED!
THANK YOU! IT'S THE PERFECT PRESENT!
SMOOCH
A GUY WITH A MOUSTACHE...
MY MOUSTACHE LOOKS LIKE THAT???
END

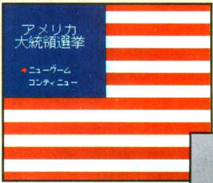
ONLY IN JAPAN

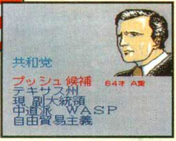
GAMES THAT NEVER MADE IT TO AMERICA

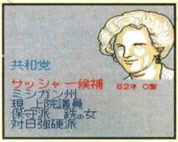
Although games are now being developed in many different countries, in the early days of the video game industry, they came almost exclusively from Japanese designers. You might be surprised to hear about some of the Japanese games that, for one reason or another, were never introduced here.

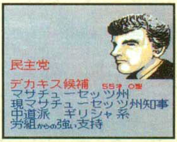
U.S. Presidential Election

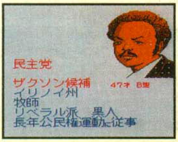
Many people in Japan are fascinated by the U.S. political system—so much so that one company actually produced a game based on the 1988 presidential campaign. The game helps to sort out how our sometimes complicated political system actually works. It starts with several candidates traveling across the country, speaking about the issues and drumming up support. It outlines the various candidates' positions and follows them through the primary elections that lead to the national convention. Although based on the real candidates, the names used are slightly different from the real ones. In this game, the candidates are George Push, Pat Roberts, Michael Dakakis and Jesse Zeckson. As happens in a real campaign, the field is narrowed at the national convention, where the two parties vote to see which candidate will represent them on the November ballot. The game even includes information about the global political climate with an appearance by Margaret Thutcher, who occasionally consults with George Push on matters of mutual interest to England and the U.S.




共和党
プッシュ候補　64才 A型
テキサス州
現 副大統領
中道派　WASP
自由貿易主義


共和党
サッシャー候補　62才 O型
ミシガン州
現 上院議員
保守派　鉄の女
対日強硬派


民主党
デカキス候補　55才 O型
マサチューセッツ州
現マサチューセッツ州知事
中道派　ギリシャ系
労組からの強い支持


民主党
ザクソン候補　47才 B型
イリノイ州
牧師
リベラル派　黒人
長年公民権運動に従事

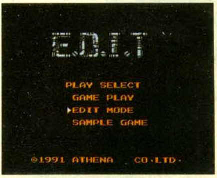
RELEASE DATE .... **OCTOBER 1988**
NUMBER SOLD **65,000**
SYSTEM .... **FAMICOM**
COMPANY .... **HECT**

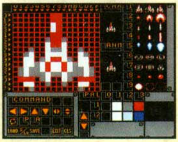
COMMENTS

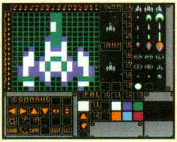
U.S. Presidential Election is certainly an innovative game, approaching a complex topic in a totally new medium. Even in game form, the process is complicated, though. Players must wade through lots of screen text on the way to the final vote.

THE GAME DESIGNER

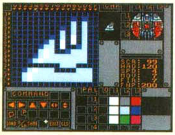
Judging from the huge quantity of mail that we get from aspiring game designers, this Game Designer Workshop would be a big hit around here. It takes a basic three-stage space shoot-'em-up format and lets players call all the shots. They can either opt to play the standard game that comes on the Pak or design their own games to play. Players use grids, just as the professionals do, to design their own spaceships, enemies, weapons, backgrounds and maps. They can make objects of varying sizes using grids of 16 x 16, 32 x 32 or 48 x 48 squares. They determine how

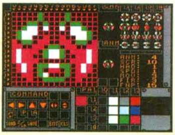


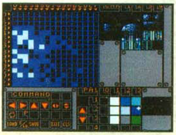


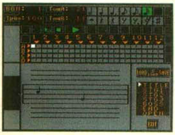


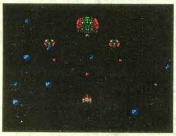
weapons will explode, how objects will move on the map, and when they're finished with the action, they can choose from three types of background music. If they don't like any of the pre-composed tunes, they can write their own music to accompany their games. After all the action and music is in place, players can come up with names for their games and design their own title screens. And in the end, they can even write their own staff credits to run at the end of their games. They can see their own names scroll across the small screen as director, designer or composer, fitting ends for their masterpieces.











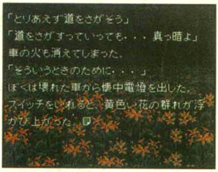
RELEASE DATE ....**OCTOBER 1991**
NUMBER SOLD **50,000**
SYSTEM ....**FAMICOM**
COMPANY ....**ATHENA CO., LTD.**

COMMENTS

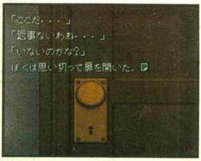
Although the actual game play is limited to a standard, three-stage space shooter, players everywhere seem to be fascinated by the prospect of designing their own games. This designer workshop lets them see some of the steps involved in the real process.

MYSTERY NOVEL

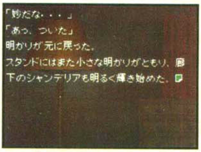
This unusual game is a graphic mystery novel that lets the player actually determine the path that the plot takes in places. Slower paced than most American games, this story is told in screen text accompanied by graphic sound that not only sets the mood of the mystery, it tells the story. As the story opens, a couple is driving on a dark, stormy night. (You know that it's dark and stormy because you see lightning split the black sky and hear the deafening roar of thunder.) Suddenly, you hear a horrifying screech of tires on wet pavement as the car careens out of control and crashes into a tree. Though both passengers survive with minor injuries, no one passes by to come to their aid. What do they do now, wait for help or walk to the mysterious old house nearby? If they approach the creaky, old house, they notice that it appears to be abandoned. What do they do now, return to the car or ring the bell? No one answers the door, but the old wood will give easily should they decide to kick it in. If they enter and call out, there will be no answer, but beings seem to lurk in the shadows, and they can hear soft footsteps follow them down the darkened corridors. Whose footsteps can they be...and why would the house's inhabitants hide from the hapless couple? As the mystery plays itself out, you decide whether the couple should investigate further or flee into the stormy darkness outside. One warning: they can run, but they can't hide. The truth will come out, and it will certainly surprise.



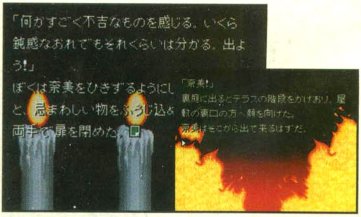
「とりあえず道をさがそう」
「道をさがすっていっても・・・真っ暗よ」
車の火も消えてしまった。
「そういうときのために・・・」
ぼくは壊れた車から懐中電燈を出した。
スイッチをいれると、黄色い花の群れが浮かび上がった。



「ここだ・・・」
「返事ないわね・・・」
「いないのかな?」
ぼくは思い切って扉を開いた。



「妙だな・・・」
「あっ、ついた」
明かりが元に戻った。
スタンドにはまた小さな明かりがともり、廊下のシャンデリアも明るく輝き始めた。



「何かすごく不吉なものを感じる。いくら鈍感なおれでもそれくらいは分かる。出よう!」
ぼくは奈美をひきずるようにし
と、忌まわしい物をふうじ込め
両手で扉を閉めた。

「奈美!」
裏庭に出るとテラスの階段をかけおり、屋敷の裏口の方へ顔を向けた。
奈美はそこから出て来るはずだ。

RELEASE DATE ....**March 1992**
NUMBER SOLD **85,000**
SYSTEM ....**SUPER FAMICOM**
COMPANY ....**CHUN SOFT**

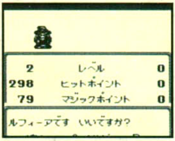
COMMENTS

To American gamers who have made fast-action games the biggest sellers, the concept of a video mystery novel would seem quite foreign. The experienced Japanese players we talked to thought it was an interesting change and commented that the great sound made the game.

BAR CODE BATTLE

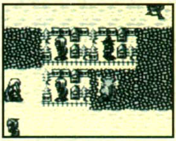
BARCODE BOY
GAME BOY

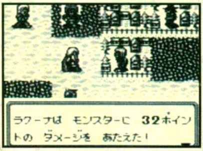
Bar codes, those small, black and white lines, hold all sorts of information that can be read by computer scanners. You've seen them at work in grocery stores and other places where information must be processed quickly. In Japan, they're at work in video games. The Bar Code Boy Set 2 comes with a bar code scanner, a Monster Maker Game Pak, and two character data cards. Although Monster Maker is also an RPG, it has a Battle Mode that lets two players enter bar codes and then go head-to-head in battle. The codes they enter determine their players' Hit Points, Magic Points, Attack Points, Defense Points and Experience Levels. After entering the codes, the players sit back to see whose character will overcome. The scanner reads any bar code, not just the ones on game cards, so the challenge is in trying out lots of codes to find one that will yield the most powerful character. (Parents across the country who've found holes where bar codes have been cut out of every cereal and chip package in the house must really love this game!) The scanner is also compatible with auto and horse racing games available in Japan. Players of those games search out codes that will give them the fastest car or horse.



2 レベル 0
298 ヒットポイント 0
79 マジックポイント 0

ルフィーアです いいですか?





ラクーナは モンスターに 32ポイントの ダメージを あたえた!

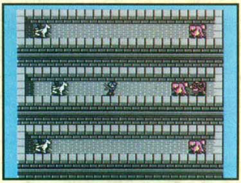
RELEASE DATE .... **DECEMBER 1992**
NUMBER SOLD **35,000**
SYSTEM .... **GAME BOY**
COMPANY .... **NAMCO/SOFEL**

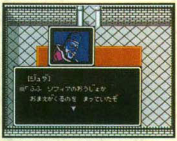
COMMENTS

The concept of customizing a game using bar codes is intriguing, and players really scramble to find those killer codes. Bar code scanners are also available for the Famicom and Super Famicom in Japan, but the number of compatible titles and variety of play is limited.

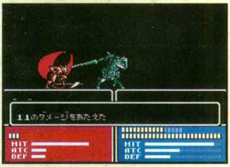
LEGEND OF THE FIRE EMBLEM

Legend of the Fire Emblem is a game that combines elements of strategy and role playing in a fantasy setting. Dragons and knights populate the Fire Emblem world. As is true in traditional Role Playing Games, you activate pull-down menus to perform many of the actions possible in the game. For example, you must approach people and characters and use the Talk command to speak to them. What's different, though, from average RPGs is that instead of having a single party that moves with you, you have units that you can control in order to gain territory. You command them to move, and after you give your command, you'll see them take up their positions by marching into place. You can move from area to area, strategically placing your units to block your enemies' moves and gain control of the region. Most other action is in side-scrolling one-on-one fighting sequences. Although it's not a blockbuster title, it is very popular among Japanese players who have cut their teeth on computer games. It has an interesting story line with an emphasis on strategy.

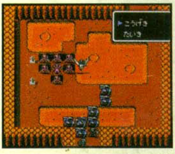


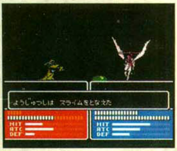


【ジュダ】
「ふふ ソフィアのおうじょか
おまえがくるのを まっていたぞ



11のダメージをあたえた





ようじゅつしは スライムをとなえた

RELEASE DATE .... **DECEMBER 1991**
NUMBER SOLD **120,000**
SYSTEM .... **FAMICOM**
COMPANY .... **NINTENDO**

COMMENTS

Legend of the Fire Emblem offers a different kind of play experience, one that computer gamers would probably like. Nintendo Company Limited plans to release a Super Famicom version sometime next year, but no plans have been announced to bring the game to North America.

PACHINKO

Pachinko, a pinball-type game, is very popular in Japan—so popular, in fact, that most towns have Pachinko Parlors where people gather to try their luck. Instead of lying relatively flat, as a pinball table does, the Pachinko table stands upright. To set the ball into play, the player sets an adjustable dial that controls the speed of the ball. The ball shoots to the top of the play area and can fall into holes and hit pegs on its way back down to score points and win additional balls. Players can use the balls they win to play again, or they can choose to redeem them for a variety of prizes. Because it's a game of chance, the Pachinko played in parlors is for adults only. The home version, of course, is available to players of all ages but seems to appeal mostly to adults.

STOP
THUNDERBOLT
15
OPEN

STOP
13
PSYCHIC

STOP
FIREMAN
13
打止

MAGICAL 7
15

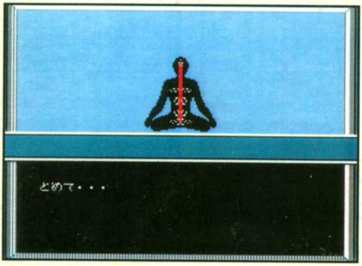
RELEASE DATE	MARCH 1993
NUMBER SOLD	60,000
SYSTEM	Super Famicom
COMPANY	Coconuts Japan

COMMENTS

Pachinko parlors have become tremendously popular in Japan, where lines sometimes form long before the doors open. The home version also appeals to the adults who play the game at Pachinko Parlors—and to kids who are too young to get in.

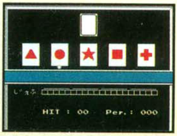
MINDSEEKER

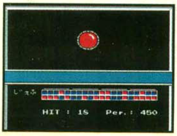
According to Mindseeker, you can increase your psychic powers by practicing the exercises presented by the game, which was designed with the help of a well-known Japanese psychic. Before you start the psychic adventure, you'll be encouraged to practice some breathing exercises designed to help you relax, then you'll try some preliminary card-matching exercises that make you concentrate your mental powers on identifying shapes that are alike.

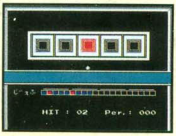


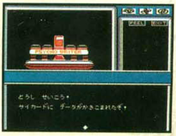
とめて・・・

As your concentration abilities increase, so should the number of matches you're able to make. After honing your powers in the practice mode, you'll move on to more advanced techniques, but there's a trick to saving your progress: you have to be able to sense which slot on the Psycho Writer the Save Cartridge fits into before you can successfully save and move on.









とうし せいこう!
サイカードに データがかきこまれたぞ!

RELEASE DATE	APRIL 1989
NUMBER SOLD	45,000
SYSTEM	FAMICOM
COMPANY	NAMCO

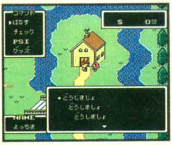
COMMENTS

As hard as we concentrate, we can't imagine that Mindseeker would find a big audience in the North American market, where action games are the big sellers, a game that's as slow-moving as this one would be hard-pressed to compete. We think.

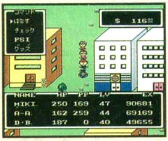
MOTHER

Mother is a typical RPG in that it has lots of pop-up menus for talking to people, reading signs, equipping weapons and battling enemies. What's unusual about it is that it has a roster of off-beat, friendly-looking enemies, such as a '53 Buick, a goofy teenager and a smoking crow. Some big stars in the video game industry worked on the game. Shigerata Itoi, a famous writer, came up with the story, and Shinbo Minami, a well-known illustrator, created the characters, who are young, lively and very curious. Developers designed the game with young RPG players in mind, and there are lots of those in Japan. The RPG category dominates the Japanese market. To give just one example, the Dragon Warrior and Final Fantasy series are so popular that incredible lines form outside stores that are due to receive shipments of the latest installments. RPGs aren't as popular here, though. Although Dragon Warrior sold well in the U.S., its sales here didn't compare to sales in Japan, so plans to release Mother here—under the name "Earthbound"—were put on hold. Super Mother—the eagerly awaited sequel— is coming soon to the Super Famicom in Japan; only time will tell whether we'll ever see a version of Mother here in the states.

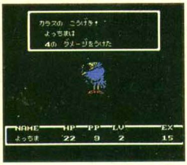
MOTHER™
© 1989
SHIGESATO ITOI
NINTENDO



•どうしましょ
どうしましょ
どうしましょ

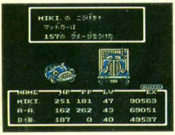


NAME	HP	PP	LV	EX
MIKI.	250	169	47	90681
A-A.	162	259	44	69169
D・B.	187	0	40	49655



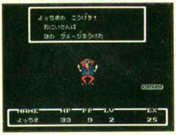
カラスの こうげき！
よっちまは
4の ダメージをうけた

NAME	HP	PP	LV	EX
よっちま	22	9	2	15



MIKI.の こうげき！
マッドカーは
157の ダメージをうけた

NAME	HP	PP	LV	EX
MIKI.	251	181	47	90563
A-A.	162	262	43	69051
D・B.	187	0	40	49537



よっちまの こうげき！
おにいさんは
3の ダメージをうけた

NAME	HP	PP	LV	EX
よっちま	33	9	2	25

RELEASE DATE ....**MAY 1989**
NUMBER SOLD **150,000**
SYSTEM ....**FAMICOM**
COMPANY ....**NINTENDO**

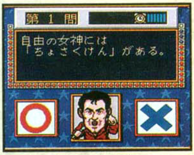
COMMENTS

Although it doesn't boast the huge sales that RPGs such as the Dragon Warrior and Final Fantasy series did, Mother has been very popular in Japan, nevertheless.

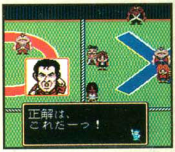
ULTRA QUIZ ACROSS AMERICA

Television shows that let the audience take part in embarrassing situations are extremely popular in Japan. One of the best-liked is Ultra Quiz, an annual quiz show that starts in the Tokyo Dome and tours a set route, with each installment being filmed in a different location. To start, a huge crowd gathers at the Dome. Half of that crowd is eliminated, and the rest follows the show to the next destination. At each location, half of the crowd is eliminated by one of several—often bizarre—methods. The quiz sometimes challenges physical ability, sometimes tests knowledge and sometimes relies purely on luck—they've been known to determine the winners by playing Rock, Paper and Scissors. Winners move on, while losers are out of luck and on planes heading for home. The prize? It's sometimes great, sometimes not, and nobody knows what it is until that week's winners are named. The video game, Ultra Quiz Across America, follows the same route across the U.S. that the show actually used. It starts on the West Coast and works its way to the Statue of Liberty in New York City. The television show is a hit, and so is the game, selling more than 110,000 Paks.

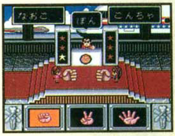
アメリカ横断
ウルトラクイズ
©NTV
©TOMY

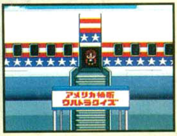


自由の女神には
「ちょさくけん」がある。



正解は、
これだーっ！



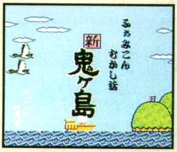


RELEASE DATE ....**OCTOBER 1991**
NUMBER SOLD **70,000**
SYSTEM ....**SUPER FAMICOM**
COMPANY ....**TOMY**

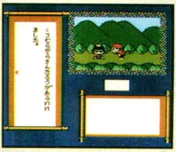
COMMENTS

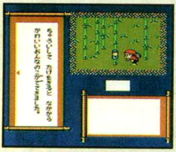
Making a fool of ourselves on television isn't as popular a pastime here as it is in Japan, but we do have our moments (Double Dare and Studs leap to mind). Experiencing game show excitement by playing a video game instead of appearing on national T.V. has its appeal.

NEW DEMON ISLAND



New Demon Island is just one of the many Japanese folk tales that are told on the Famicom Disk System. The stories are told as modern text adventures, with the player using commands such as Search, Use, Read, Talk and Pick Up, but the stories themselves are traditional tales with familiar characters. They appeal to players from intermediate school age on up to adults, who like to retell the old legends to their children. Another appeal was that they were disk games. Disk-based games were once very popular because players could take their used disks back to the store when they tired of the story and, for around $5.00, have a new one saved over it. Many stores used to have the Writing Systems that installed the new games, but they aren't as widely used as they once were because the disks hold only one meg of information and aren't capable of saving the newer, more complex games on the market.



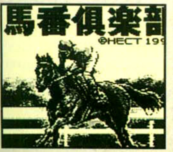


RELEASE DATE..........June 1988
NUMBER SOLD...........250,000
SYSTEM........................FAMICOM DISK SYSTEM
COMPANY....................NINTENDO

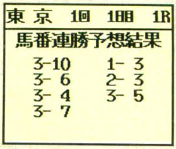
COMMENTS

Don't expect a similar product to hit the American market any time soon. It's not likely that North American players would go for video stories that have as much text as Demon Island has.

OFF TO THE RACES



Horse racing—and betting on the horses—is incredibly popular in Japan. If you've ever tried to read a racing form, you know how difficult it can be to digest all of the information in time to bet on the next race. If you carry this Game Boy game to the races with you, it does the work of analyzing the information available. You input the track conditions and all of the information about each horse entered in the race. Statistics traditionally included in a racing form include how each horse has performed in recent races, including the length of the race and the conditions under which it was run. It tells who the trainer is, which jockey is up and what weight the horse will carry. Usually, you'd have to read all of the information and make your best guess as to what horse to bet on. With this game, you just enter the current odds, and the game will tell you what bet is most likely to pay off and send you home with cash in your pocket. The only drawback is that entering all of the necessary information takes time. The game makes its choice quickly, but you'll still have to hurry to enter all information before the next call to post!



東京　1回　1日　1R
馬番連勝予想結果
3-10　1-3
3-6　2-3
3-4　3-5
3-7

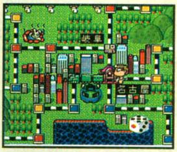
RELEASE DATE........................OCT.1992
NUMBER SOLD.........................70,000
SYSTEM......................................GAME BOY
COMPANY..................................HECT

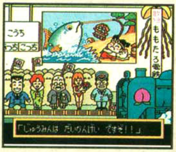
COMMENTS

The game makes fast work of analyzing lots of information, but it is somewhat tedious to enter everything it needs to know. Advance preparation would speed things up. Players expecting a game in which horses actually race will be disappointed by a game that only handicaps.

MOMOTARO DENTETSU

All aboard! Super Momotaro Dentetsu II takes you on a train trip across Japan. It's a race to see who can make the circuit first, and a roll of the dice determines how far you'll go. If you're lucky, you'll end up at stations marked by blue squares. As long as you're there waiting for your next roll, money keeps building up in your bank account. If you land at red stations, though, you could be in trouble because you lose money as long as you wait there. If you land at yellow stations, you get to draw wild cards that can move you ahead or earn extra cash.





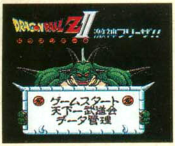
RELEASE DATE........................AUGUST 1991
NUMBER SOLD.........................60,000
SYSTEM......................................SUPER FAMICOM
COMPANY..................................HUDSON SOFT

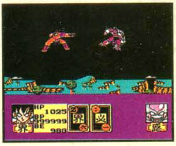
COMMENTS

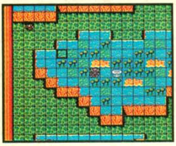
With its rolling of the dice, Momotaro Dentetsu has a board game feel to it. Board games continue to be popular here, and some, such as Monopoly and Clue, have made very successful transitions to the NES and Super NES.

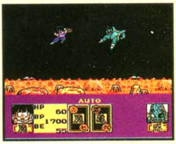
DRAGON BALLZ II

The artist who created the characters for Dragon Warrior drew the ones for the Dragon Ballz games. Dragon Ballz II is a tournament simulation, while Dragon Ballz III, for the Super Famicom, is head-to-head street fighting action.



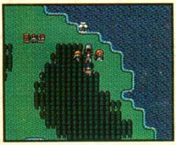


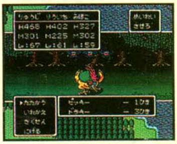




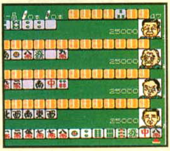
DRAGON WARRIOR V

The fifth game in this hugely popular series hasn't made its way to North America yet, but it's been out for about a year in Japan. Although the setting is similar to those of the previous games in the series, this one looks different because it's the first one made for the 16-bit system. Even though Dragon Warrior games have been around for years, their popularity is still growing.





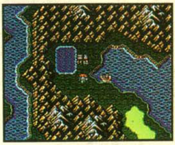
POLITICAL MAH JONG

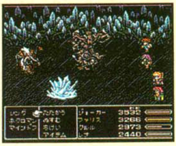


Now here's an interesting concept: Work your way to the top in politics by winning Mah Jong matches. This game lets you choose one of several political figures, all who look like real politicians and who have names that are very similar to the real person's name, and work your way to the presidency by beating other politicians at the classic strategy tile game. There are probably worse ways to choose a leader.

FINAL FANTASY II, III, V

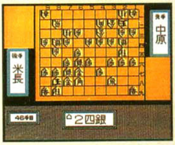
Although the first U. S. Final Fantasy title came from Nintendo, they all have been developed by Square Soft. The game Square published here as FF II was Japan's FF IV, but games known as FF II and III in Japan have never been released here. FF V, a 16-bit title, is selling even better than the ultra-hot Dragon Warrior V in Japan. It will be available here as Final Fantasy Ⅲ late in '94.

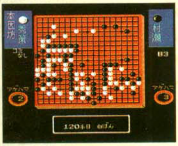




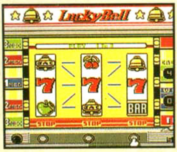
SHOGI / IGO

Shogi and Igo are traditional board games that have a large following in Japan, where the best professional players earn national rankings. The Famicom game includes real pro players (who are actually called by their real names) and offers match and tournament play. It's especially well-liked by adult players, who spend more time indoors than their North American counterparts do.





PACHINKO AND SLOTS



One casino-type Pak pairs two games of chance, Pachinko and Slot Machines. It's great for players who want the thrill of gambling without the risk of losing real cash. It's a classic combo for at-home gamblers.

THE REST OF THE PAKS

Our list of games available in Japan but not around here is far from complete, but it does give you an idea of what differences you'll find in the various markets. In general, players here like games that are action-oriented, while Japanese players seem to prefer longer, more involving games such as RPGs. Perhaps we'll take a look at the global market in a future issue to see how our tastes compare worldwide.

SUPER NINTENDO® ENTERTAINMENT SYSTEM POWER INDEX

The Power Index is the ultimate Super NES quick reference. All the Super NES games that have been released, plus many of the games that are coming out in the first half of 1994, have been listed here along with their vital stats. Announced titles may not be released or may be delayed. Look to Nintendo Power for updates.

ACTION

Game Name	Company	Release Date	Player Info*	Game Save
ActRaiser 2	Enix	December '93	1	Password
The Addams Family	Ocean	March '92	1	Password
The Addams Family: Pugsley's Scavenger Hunt	Ocean	February '93	1	Password
The Adventures of Dr. Franken	DTMC	December '93	2-A	
Aero the Acro-Bat	Sunsoft	November '93	1	
Alfred the Chicken	Mindscape	Announced	1	
Ardy Lightfoot	Asciiware	Announced	1	Password
Asterix	Electro Brain	Announced	1	
Axelay	Konami	September '92	1	
Barbie Super Model	Hi Tech	Announced	1	
Batman Returns	Konami	April '93	1	
Battletoads & Double Dragon: The Ultimate Team	Tradewest	December '93	2-S	
Battletoads in Battlemaniacs	Tradewest	June '93	2-S	
Bebe's Kids	Mandingo	December '93	1	
Beethoven's 2nd	Hi Tech	December '93	1	
BioMetal	Activision	December '93	1	
Blazeon	Atlus	October '92	1	
The Blues Brothers	Titus Software	June '93	2-S	
Bram Stoker's Dracula	Sony Imagesoft	October '93	1	
Bubsy In Claws Encounters of the Furred Kind	Accolade	May '93	2-A	Password
Bugs Bunny: Rabbit Rampage	Sunsoft	Announced	1	
Captain America and the Avengers	Mindscape	December '93	2-S	
Chester Cheetah: Too Cool to Fool	Kaneko	December '92	1	
Chester Cheetah 2: Wild Wild Quest	Kaneko	Announced	1	
Choplifter III	Extreme	Announced	1	
Chuck Rock	Sony Imagesoft	November '92	1	
Claymates	Interplay	Announced	1	
Cliffhanger	Sony Imagesoft	October '93	1	
Congo's Caper	Data East	May '93	2-A	Password
Contra III: The Alien Wars	Konami	April '92	2-S	
Cool Spot	Virgin Games	September '93	1	
Cool World	Ocean	April '93	1	
Cybernator	Konami	April '93	1	

* A=Alternating S=Simultaneous

Game Name	Company	Release Date	Player Info*	Game Save
D-Force	Asmik	December '91	1	
Daffy Duck: The Marvin Missions	Sunsoft	December '93	1	
Darius 3	Taito	Announced	2-S	
Darius Twin	Taito	November '91	2-S	
Dennis the Menace	Ocean	December '93	1	
DinoCity	Irem	September '92	2-A	Password
Disney's Aladdin	Capcom	November '93	1	Password
Dragon's Lair	Data East	February '93	2-A	Password
Dream Probe	Renovation	September '93	1	
Equinox	Sony Imagesoft	Announced	1	Battery
Faceball 2000	BPS	September '92	2-S	
The Family Dog	Malibu Games	June '93	1	
Firepower 2000	Sunsoft	November '92	2-S	
First Samurai	Kemco	November '93	1	
Gradius III	Konami	September '91	2-A	
Gunforce	Irem	November '92	2-S	
Hammerin' Harry	Irem	Announced	1	
Harley's Humongous Adventure	Hi Tech	February '93	2-A	
Home Alone	T*HQ	December '91	1	
Home Alone 2: Lost in New York	T*HQ	October '92	1	
Hook	Sony Imagesoft	October '92	1	
HyperZone	Hal America	September '91	1	
Imperium	Vic Tokai	November '92	1	
The Incredible Crash Dummies	LJN	October '93	1	
Inspector Gadget	Hudson Soft	December '93	1	
James Bond Jr.	T*HQ	October '92	1	Password
Jim Power: The Lost Dimension in 3-D	Electro Brain	December '93	1	
Joe and Mac: Caveman Ninjas	Data East	January '92	2-S	
The Journey Home: Quest for the Throne	Renovation	November '93	1	Password
Jungle Book	Virgin Games	Announced	1	
Kendo Rage	Seta	November '93	1	
Last Action Hero	Sony Imagesoft	October '93	1	
The Lawnmower Man	Storm	December '93	2-S	
Legend	Seika	Announced	2-A	
Lester the Unlikely	DTMC	Announced	2-S	Password
Lethal Weapon	Ocean	December '92	1	
Magic Sword	Capcom	August '92	1	
The Magical Quest Starring Mickey Mouse	Capcom	December '92	2-A	
Metal Marines	Namco	December '93	1	Password
Mickey's Ultimate Challenge	Hi Tech	Announced	1	
Musya: The Classic Japanese Tale of Horror	Seta	December '92	1	Password
Out of This World	Interplay	November '92	1	Password
Out to Lunch	Mindscape	December '93	2-A	
Paperboy 2	Mindscape	November '91	2-A	Password
Phalanx	Kemco	October '92	1	
Pink Goes to Hollywood	TecMagik	December '93	1	
Pirates of the Dark Water	Sunsoft	Announced	1	
Pitfall Harry: The Mayan Adventure	Activision	Announced	1	
Plok	Tradewest	October '93	1	
Pocky & Rocky	Natsume	April '93	2-S	
Popeye	American Technos	Announced	2-S	
Q*Bert 3	NTVIC	October '92	2-A	
Raiden Trad	Electro Brain	April '92	2-S	
The Ren & Stimpy Show: Veediots!	T*HQ	October '93	1	
Road Runner's Death Valley Rally	Sunsoft	November '92	1	
RoboCop 3	Ocean	September '92	1	
RoboCop vs Terminator	Virgin Games	December '93	1	Password
Rocket Knight	Konami	Announced	1	
The Rocketeer	IGS	May '92	2-A	
Rocky & Bullwinkle and Friends	T*HQ	June '93	1	
Rocky Rodent	Irem	September '93	1	

* A=Alternating S=Simultaneous

Game Name	Company	Release Date	Player Info*	Game Save
Run Saber	Atlus	October '93	2-S	
Skuljagger: Revolt of the Westicans	American Softworks	October '92	2-A	Password
Skyblazer	Sony Imagesoft	December '93	1	
Smart Ball	Sony Imagesoft	March '92	1	Password
Soldiers of Fortune	Spectrum Holobyte	December '93	2-S	Password
Sonic Blastman	Taito	February '93	1	
Space Megaforce	Toho	October '92	2-A	Password
Spanky's Quest	Natsume	July '92	1	Password
Spider-Man and X-Men: Arcade's Revenge	LJN	November '92	1	
Star Fox (Super FX)	Nintendo	March '93	1	
Strike Gunner: STG	NTVIC	August '92	2-S	
Sunset Riders	Konami	November '93	2-S	
Super Adventure Island	Hudson Soft	April '92	1	
Super Aquatic Games	Seika	September '93	2-A	
Super Bomberman	Hudson Soft	November '93	4-S (Multi-tap)	Password
Super Buster Bros	Capcom	October '92	1	
Super Castlevania IV	Konami	December '91	1	Password
Super E.D.F.	Jaleco	January '92	1	
Super Ghouls 'N Ghosts	Capcom	November '91	1	
Super Godzilla	Toho	Announced	2-A	
Super James Pond	American Softworks	July '93	1	
Super Nova	Taito	December '93	1	
Super Putty	U.S. Gold	December '93	2-A	
Super R-Type	Irem	September '91	1	
Super Smash TV	Acclaim	February '92	2-S	
Super Troll Island	American Softworks	November '93	1	
Super Turrican	Seika	May '93	1	
Super Valis IV	Atlus	February '93	1	
Super Widget	Atlus	September '93	1	Password
Superman: Rein of Superman	Sunsoft	Announced	1	
Sylvester and Tweety	TecMagik	Announced	1	
Taz-Mania	Sunsoft	May '93	1	
Teenage Mutant Ninja Turtles IV: Turtles in Time	Konami	August '92	2-S	
The Terminator	Mindscape	April '93	1	
Terminator 2: Judgment Day	LJN	November '93	1	
Thunder Spirits	Seika	June '92	1	
Time Slip	Vic Tokai	November '93	1	
Tiny Toon Adventures: Buster Busts Loose	Konami	February '93	1	Password
Tom and Jerry	Hi Tech	April '93	2-A	
Total Carnage	Malibu Games	December '93	2-S	
Toys	Absolute	April '93	1	
U.N. Squadron	Capcom	September '91	1	
Universal Soldier	Accolade	November '93	1	Password
The Untouchables	Ocean	November '93	1	
Wayne's World	T*HQ	April '93	1	
We're Back: A Dinosaur's Story	Hi Tech	November '93	2-A	
Wizard of Oz	Seta	November '93	1	Password
Wolfchild	Virgin Games	June '93	1	
Xardion	Asmik	April '92	1	Battery

ADVENTURE

ActRaiser	Enix	November '91	1	Battery
Alien^3	Acclaim	August '93	1	Password
Arcus Odyssey	Renovation	November '93	2-S	Password
B.O.B.	Electronic Arts	June '93	1	Password
Dream TV	Triffix	November '93	2-S	Password
Flashback: The Quest for Identity	U.S. Gold	November '93	1	Password
Gods	Mindscape	December '92	1	Password
Goof Troop	Capcom	August '93	2-S	Password

* A=Alternating S=Simultaneous

Game Name	Company	Release Date	Player Info*	Game Save
Jurassic Park	Ocean	November '93	1	
The Legend of the Mystical Ninja	Konami	February '92	2-S	Password
The Legend of Zelda: A Link to the Past	Nintendo	April '92	1	Battery
Lord of the Rings	Interplay	Announced	1 (Mouse)	
Mega Man X	Capcom	December '93	1	Password
Operation Logic Bomb	Jaleco	June '93	1	
Prince of Persia	Konami	November '92	1	Password
Secret of Mana	SquareSoft	November '93	3-S (Multi-tap)	Battery
Shadowrun	Data East	May '93	1	Battery
The Simpsons: Bart's Nightmare	Acclaim	September '92	1	
Soul Blazer	Enix	August '92	1	Battery
Star Trek: The Next Generation	Spectrum Holobyte	Announced	1	Password
Super Empire Strikes Back	JVC	October '93	1	Password
Super Mario All-Stars	Nintendo	August '93	2-A	Battery
Super Mario World	Nintendo	August '91	2-A	Battery
Super Metroid	Nintendo	Announced	1	
Super Ninja Boy	Culture Brain	March '93	2-S	Password
Super Star Wars	JVC	November '92	1	
Wanderers From Ys III	American Sammy	January '92	1	Battery
Young Merlin	Virgin Games	Announced	1	
Zombies Ate My Neighbors	Konami	November '93	2-S	Password

EDUTAINMENT

Captain Novolin	Raya Systems	November '92	1	
The Great Waldo Search	T*HQ	June '93	1	
Mario is Missing!	Mindscape	July '93	1	Password
Mario Paint	Nintendo	August '92	1 (Mouse)	Battery
Mario's Time Machine	Mindscape	Announced	1	Password
Rex Ronan: Expeimental Surgeon	Raya Systems	Announced	1	
Thomas the Tank Engine & Friends	T*HQ	December '93	1	
Where in the World is Carmen Sandiego?	Hi Tech	June '93	1	Password
Where in Time is Carmen Sandiego?	Hi Tech	May '93	1	Password

FAMILY

The Chessmaster	Mindscape	September '91	2-S	
Clue	Parker Brothers	July '92	6-A	
Family Feud	Gametek	September '93	2-S	Password
Jeopardy! Featuring Alex Trebek	Gametek	December '92	3-S	
Jeopardy: Sports Edition	Gametek	Announced	3-A	
Monopoly	Parker Brothers	December '92	8-A	
Rampart	Electronic Arts	August '92	2-S	Password
Shanghai II: Dragon's Eye	Activision	February '93	2-A	
Super Caesars Palace	Virgin Games	May '93	1 (Mouse)	Password
Vegas Stakes	Nintendo	May '93	4-A (Mouse)	Battery
Wheel of Fortune Deluxe Edition	Gametek	Announced	3-A	
Wheel of Fortune: Featuring Vanna White	Gametek	September '92	3-A	

FIGHTING

STAGE

Alien vs Predator	Activision	October '93	1	
Art of Fighting	Takara	November '93	2-S	
Brawl Brothers	Jaleco	March '93	2-S	
Doomsday Warrior	Renovation	March '93	2-S	Password
Fatal Fury	Takara	April '93	2-S	

* A=Alternating S=Simultaneous

Game Name	**Company**	**Release Date**	**Player Info***	**Game Save**
Final Fight	Capcom	September '91	1	
Final Fight 2	Capcom	August '93	2-S	
Rival Turf!	Jaleco	April '92	2-S	
Sengoku	Data East	November '93	2-S	
Street Combat	Irem	April '93	2-S	
Super Double Dragon	Tradewest	August '92	2-S	
Ultimate Fighter	Culture Brain	November '93	2-S, 8-A	Password

TOURNAMENT

Battle Blaze	American Sammy	November '93	2-S	
Clay Fighter	Interplay	December '93	2-S	
The Combatribes: The Silent Mission	American Technos	March '93	2-S	Password
King of the Monsters	Takara	October '92	2-S	
Mortal Kombat	Acclaim	September '93	2-S	
Pit-Fighter	T*HQ	March '92	2-S	
Power Moves	Kaneko	January '93	2-S	Password
Ranma 1/2	DTMC	December '93	2-S	
Street Fighter II: The World Warrior	Capcom	July '92	2-S	
Street Fighter II Turbo	Capcom	August '93	2-S	
TMNT Tournament Fighter	Konami	Announced	2-S	
Tuff E Nuff	Jaleco	November '93	2-S	Password
Ultraman: Towards the Future	Bandai	October '91	1	
World Heroes	Sunsoft	November '93	2-S	

PUZZLE

Bizyland	Seta	June '93	2-A	
Kablooey	Kemco	August '92	2-A	Password
King Arthur's World	Jaleco	March '93	1 (Mouse)	Password
Krusty's Super Fun House	Acclaim	June '92	1	Password
Lemmings	Sunsoft	March '92	2-S	Password
The Lost Vikings	Interplay	April '93	2-S	Password
Mario and Wario	Nintendo	Announced	1(Mouse)	
On the Ball	Taito	November '92	2-A (Mouse)	Password
Pac-Attack	Namco	October '93	2-S	Password
Push-Over	Ocean	December '92	1	Password
Spindizzy Worlds	Asciiware	March '93	1	Password
Troddlers	Seika	July '93	2-S (Mouse)	Password
Wordtris	Spectrum Holobyte	November '92	4-A	
Yoshi's Cookie	BPS	June '93	2-S	Password

RPG

Arcana	Hal America	May '92	1	Battery
Drakkhen	Seika	September '91	1	Battery
Dungeon Master	JVC	June '93	1	Battery
E.V.O.: Search for Eden	Enix	July '93	1	Battery
Eye of the Beholder	Capcom	Announced	1	Battery
Final Fantasy II	Square Soft	November '91	1	Battery
Final Fantasy: Mystic Quest	Square Soft	October '92	1	Battery
Genghis Khan II	Koei	December '93	2-A	Battery
Inindo: Way of the Ninja	Koei	March '93	1	Battery
Lagoon	Seika	December '91	1	Battery
Lost Mission	Vic Tokai	December '93	1	Battery
Lufia and the Fortress of Doom	Taito	November '93	1	Battery
Might and Magic II: Gates to Another World	American Sammy	Announced	1	Battery
Might and Magic III: Isles of Terra	FCI	Announced	1 (Mouse)	Battery
Obitus	BPS	Announced	1	Battery

* A=Alternating S=Simultaneous

Game Name	Company	Release Date	Player Info*	Game Save
Paladin's Quest	Enix	November '93	1	Battery
The 7th Saga	Enix	September '93	1	Battery
Spellcraft	Asciiware	December '93	1 (Mouse)	Password
Ultima: The Black Gate	FCI	Announced	1	Battery
Ultima: The False Prophet	FCI	December '93	1	Battery
Ultima: The Runes of Virtue	Electronic Arts	Announced	1	Battery
Wizardry V	Asciiware	Announced	1	Battery

SIMULATION

Aerobiz	Koei	February '93	4-A	Battery
Desert Strike: Return to the Gulf	Electronic Arts	October '92	1	Password
Gemfire	Koei	December '92	2-S	Battery
Lock On	Vic Tokai	October '93	1	
Mechwarrior	Activision	May '93	1	Battery
P.T.O.: Pacific Theatre of Operations	Koei	September '93	2-S	Battery
Pilotwings	Nintendo	September '91	1	Password
Populous	Acclaim	September '91	1	Password
Romance of the Three Kingdoms II	Koei	May '92	12-A	Battery
Romance of the Three Kingdoms III	Koei	December '93	8-A	Battery
SimAnt	Maxis Software	November '93	1 (Mouse)	Battery
SimCity	Nintendo	September '91	1	Battery
SimEarth: The Living Planet	FCI	February '93	1	Battery
Steel Talons	Left Field	November '93	2-S	Password
Super Battleship	Mindscape	November '93	1	Password
Super Battletank 2	Absolute	Announced	1	
Super Battletank: War in the Gulf	Absolute	June '92	1	
Super Conflict	Vic Tokai	March '93	2-S	Battery
Super Strike Eagle	Microprose	March '93	1	Password
Turn and Burn: No-Fly Zone	Absolute	Announced	1	
Uncharted Waters	Koei	January '93	1	Battery
Utopia	Jaleco	September '93	1 (Mouse)	Battery
Warp Speed	Accolade	December '92	1	Password
Wing Commander	Mindscape	November '92	1	Password
Wing Commander: The Secret Missions	Mindscape	October '93	1	Password
Wings 2: Aces High	Namco	October '92	1	Password

SPORTS

BASEBALL

Cal Ripken Jr. Baseball	Mindscape	December '92	2-S	Password
Extra Innings	Sony Imagesoft	March '92	2-S	Battery
Ken Griffey Jr. Presents Major League Baseball	Nintendo	Announced	2-S	Battery
Nolan Ryan's Baseball	Romstar	February '92	2-S	Password
Roger Clemens MVP Baseball	LJN	September '92	2-S	Password
Super Baseball Simulator 1.000	Culture Brain	December '91	2-S	Battery
Super Baseball 2020	Tradewest	July '93	2-S	Password
Super Bases Loaded	Jaleco	September '91	2-S	
Super Bases Loaded II	Jaleco	Announced	2-S	
Super Batter Up	Namco	October '92	2-S	Password
Sports Illustrated Football/Baseball	Malibu Games	Announced	2-S	

BASKETBALL

Bill Laimbeer's Combat Basketball	Hudson Soft	November '91	2-S	Battery
Bulls vs Blazers and the NBA Playoffs	Electronic Arts	December '92	2-S	Password
NBA All-Star Challenge	LJN	December '92	2-S	
NBA Jam	LJN	Announced	2-S	

* A=Alternating S=Simultaneous

Game Name	Company	Release Date	Player Info*	Game Save
NBA Showdown	Electronic Arts	November '93	2-S	Battery
NCAA Basketball	Nintendo	October '92	2-S	Battery
Super Slam Dunk	Virgin Games	August '93	2-S	Password
Tecmo Super NBA Basketball	Tecmo	March '93	2-S	Battery

FOOTBALL

ABC Monday Night Football	Data East	December '93	2-S	Battery
Capcom's MVP Football	Capcom	October '93	2-S	Password
Football Fury	American Sammy	Announced	2-S	
John Madden's Football	Electronic Arts	November '91	2-S	Password
John Madden Football '93	Electronic Arts	January '93	2-S	Password
Madden NFL '94	Electronic Arts	November '93	5-S (Multi-tap)	Password
NFL Football	Konami	August '93	2-S	Password
NFL Quarterback Club	LJN	Announced	2-S	
Pro Quarterback	Tradewest	December '92	2-S	
Super High Impact	Acclaim	June '93	2-S	
Super Play Action Football	Nintendo	August '92	2-S	Battery
ecmo Super Bowl	Tecmo	November '93	2-S	Battery
orts Illustrated Football/Baseball	Malibu Games	Announced	2-S	

GOLF

Hal's Hole in One Golf	Hal America	August '91	4-A	Battery
The Irem Skins Game	Irem	September '92	4-A	
Jack Nicklaus Golf	Tradewest	May '93	4-A	Password
Mecarobot Golf	Toho	September '93	1	Battery
PGA Tour Golf	Electronic Arts	March '92	4-A	Battery
True Golf Classics: Pebble Beach Golf Links	T & E Soft	April '92	4-A	Battery
True Golf Classics: Waialae Country Club	T & E Soft	November '91	4-A	Battery
Wicked 18	BPS	November '93	4-A	Battery

HOCKEY

Brett Hull Hockey	Accolade	November '93	2-S	Password
Hit the Ice	Taito	February '93	2-S	
NHL '94	Electronic Arts	November '93	5-S (Multi-tap)	Password
NHL Stanley Cup	Nintendo	November '93	2-S	Battery
NHLPA Hockey '93	Electronic Arts	December '92	2-S	Password
Pro Sport Hockey	Jaleco	Announced	2-S	Password
Super Slap Shot	Virgin Games	August '93	2-S	Password

RACING

Battle Cars	Namco	December '93	2-S	
Battle Grand Prix	Hudson Soft	April '93	2-S	
Cyberspin	Takara	November '92	1	Password
The Duel: Test Drive II	Accolade	December '92	1	
F-1 Grand Prix II	Mc O'River	November '93	1	
F-1 ROC: Race of Champions	Seta	September '92	1	Battery
F-1 ROC II	Seta	December '93	1	Battery
F-Zero	Nintendo	September '91	1	Battery
F1: Pole Position	UBI Soft	September '93	2-S	Battery
GP-1	Atlus	November '93	2-S	Password
Jaguar XJ220	JVC	Announced	2-S	
Kawasaki Caribbean Challenge	Gametek	May '93	1	
Lamborghini American Challenge	Titus Software	November '93	2-S	Password
Nigel Mansell's World Championship	Gametek	August '93	1	Password
Outlander	Mindscape	April '93	1	Password
Race Drivin'	T*HQ	October '92	1	
Red Line F-1 Racer	Absolute	November '93	2-S	Password

* A=Alternating S=Simultaneous

Game Name	Company	Release Date	Player Info*	Game Save
Road Riot 4WD	T*HQ	November '92	2-S	
Rock 'N Roll Racing	Interplay	September '93	2-S	Password
RPM Racing	Interplay	November '91	2-S	Battery
Super Chase H.Q.	Taito	December '93	1	
Super Mario Kart	Nintendo	September '92	2-S	Battery
Super Off Road	Tradewest	December '91	2-S	
Super Off Road: The Baja	Tradewest	September '93	2-A	Password
Top Gear	Kemco	April '92	2-S	Password
Top Gear 2	Kemco	October '93	2-S	Password

SOCCER

Champions World Class Soccer	Acclaim	Announced	2-S	
Goal!	Jaleco	December '92	2-S	Battery
Pele'!	Accolade	Announced	2-S	
Super Goal! 2	Jaleco	Announced	2-S	
Super Soccer	Nintendo	May '92	2-S	Password
Super Soccer Champ	Taito	June '92	2-S	
Tony Meola's Sidekick Soccer	Electro Brain	October '93	2-S	Password
World League Soccer	Mindscape	April '92	2-S	Battery
World Soccer '94	Atlus	November '93	2-S	Password

TENNIS

Andre Agassi Tennis	TecMagik	Announced	2-S	Battery
David Crane's Amazing Tennis	Absolute	October '92	2-S	
International Tennis Tour	Taito	Announced	2-S	
Jimmy Conners Pro Tennis Tour	Ubi Soft	December '92	2-S	Password
Super Tennis	Nintendo	November '91	2-S	Password

OTHER

American Gladiators	Gametek	May '93	16-A	
Best of the Best: Championship Karate	Electro Brain	November '92	2-S	Password
Boxing Legends of the Ring	Electro Brain	September '93	2-S	Password
California Games II	DTMC	January '93	8-A	
Championship Pool	Mindscape	November '93	8-A	
Dig and Spike Volleyball	Hudson Soft	November '93	2-S	Battery
George Foreman's KO Boxing	Acclaim	September '92	2-S	Password
Hyper V-Ball	Mc O'River	October '93	2-S	Battery
Riddick Bowe Boxing	Extreme	November '93	2-S	Battery
Side Pocket	Data East	Announced	2-S	
Space Football: One-on-One	Triffix	June '92	2-S	
Super Black Bass	Hot-B	May '93	1	Password
Super Bowling	American Technos	August '92	4-A	
TKO Super Championship Boxing	Sofel	October '92	2-S	Password
WCW Super Brawl Wrestling	FCI	Announced	2-S	
Winter Olympic Games	U.S. Gold	Announced	4-A	
WWF Royal Rumble	LJN	June '93	2-S	
WWF Super WrestleMania	LJN	February '92	2-S	

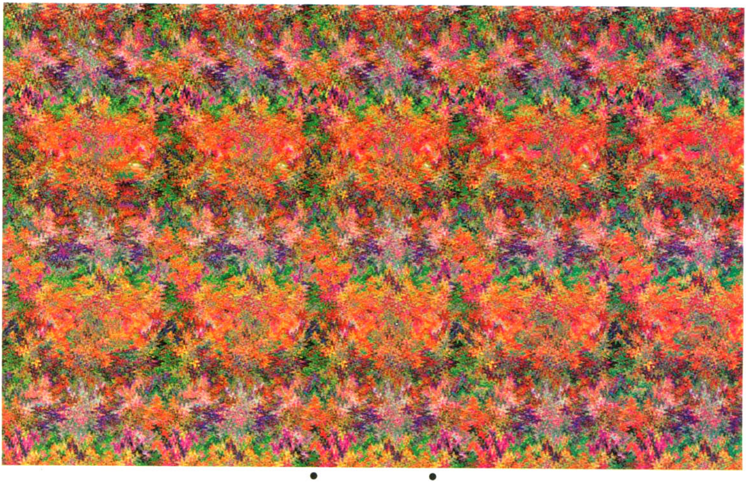
SUPER SCOPE

Battle Clash	Nintendo	October '92	2-A	
Bazooka Blitzkrieg	Bandai	November '92	4-A	
The Hunt for Red October	Hi Tech	January '92	1	
LazerBlazer/Blastris	Nintendo	February '92	2-A	
Metal Combat: Falcon's Revenge	Nintendo	November '93	2-S	
T2: The Arcade Game	LJN	November '93	2-S	
X-Zone	Kemco	November '92	1	
Yoshi's Safari	Nintendo	September '93	2-S	

* A=Alternating S=Simultaneous

Member's Special

1.

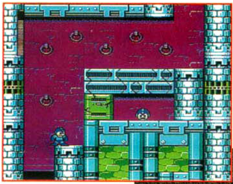


THE TOP GAMES OF 1993 Scope out the top ten Super NES titles, as well as the top five Game Boy and NES Game Paks of 1993. 2

SOUND SUCCESS *The Best Tunes on the Super NES* Many games take advantage of the excellent audio capabilities that the Super NES offers. Check out the over-achievers! 6

STARE-EO-GRAM SPECIAL Can you see the pictures within the pictures? Not everyone can do it. Give 'em a try! 10

1994 PREVIEW Get a jump on the coming year. See what we think will be hot in '94. 12



WORLD 1
MX 3
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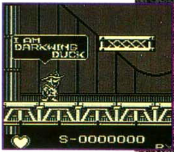
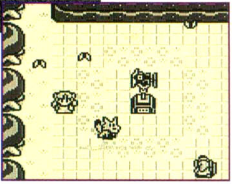


THE TOP TITLES OF 1993



Last year saw the release of a slew of top-notch Super NES titles, which made it harder than ever for us to pare the list of 1993's best games down to only ten. Star Fox started the year with the screaming blast of a streaking Arwing when it debuted to rave reviews at the winter CES in Las Vegas last January. And, to no one's surprise, games in the street-fighting genre carried over from '92 and continued to be big news for the Super NES. Street Fighter II Turbo and Mortal Kombat stood out from the huge crowd of Street Fighter wannabes. While many of the imitations paled in comparison to the original, Clay Fighter made our list of Honorable Mentions for its innovative approach to the tried and true formula.

Link grabbed the hotly contested top spot on the Game Boy list, and while there were fewer NES games released than in previous years, perennially popular Mega Man and Battletoads both showed up in totally new action titles that claimed spots on the NES Top 5.

We listed all of the games released in 1993, took a close look at the ratings they earned from Nintendo's pro game evaluators, then sat down to debate the top games' merits. We considered technological advancement and innovation as well as playability, diversity, and depth. When the dust settled, we came out of the Star Fox conference room with the definitive list of 1993's best games. All of the titles that made the cut come highly recommended by Nintendo Power.

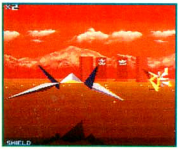
SUPER NINTENDO ENTERTAINMENT SYSTEM

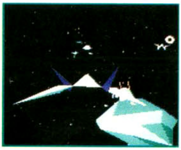
1 STAR FOX

By Nintendo

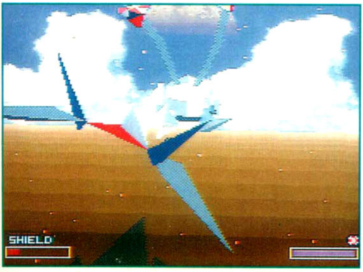
There was no argument about which game would be named Number One this year. Star Fox blew away the competition for 1993's top spot by pairing advanced technology and a challenging game experience in an all-new, outer-space adventure. For sheer excitement and innovation, it earned top honors from critics everywhere.

Star Fox is the first in a new generation of video games to contain the Super FX Chip, which utilizes RISC (Reduced Instruction Set Computing) technology to create amazingly fast and detailed animation. The custom chip is capable of making lightning-quick calculations to scale and rotate polygons and sprites, which results in super smooth, 3-D animation. The net effect is a new sense of realism that rises head and shoulders above anything we've seen previously for home video systems.





The FX Chip isn't the only star in this show, though. It shares the bill with Fox McCloud and his lively crew of interstellar mercenary pilots hired to save Corneria from the supremely evil Emperor Andross. Congratulations, Fox. Your mission has been a resounding success.

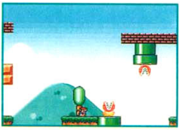


Involving from the moment the Arwing blasts onto the screen, Star Fox earns high marks for excitement and innovation. Well done, Fox.

2 SUPER MARIO ALL-STARS

By Nintendo

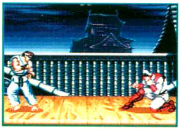
Nintendo went from creating something completely new in Star Fox to updating its all-time most popular NES games, Super Mario Bros. 1, 2 and 3, for play on the Super NES. We put all three on a single Pak along with the Lost Levels, which were previously unreleased in the U.S. What a value! There's no doubt that the unprecedented, powerhouse package has to rate among the year's best.



3 STREET FIGHTER II TURBO

By Capcom

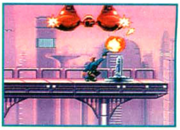
Capcom followed up last year's number one game with another street brawler that features faster movement and awesome, new special combination moves that made it a standout among this year's throng of pretenders to the street fighting throne. For the first time, all of the speed, characters, moves and options of the arcade version made it home, only to the Super NES.



4 SUPER EMPIRE STRIKES BACK

By JVC

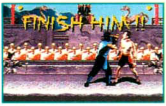
Super Empire Strikes Back duplicates Star Wars' fourth-place showing in last year's Top 10 list, but we think it's even better, with more stunning special effects, more variety in the stages, and more challenge than ever. This innovative sequel takes Luke, Han Solo and Chewbacca back to battle the dark side once again, in a game that mirrors the plot of the hit movie.



5 MORTAL KOMBAT

By Acclaim

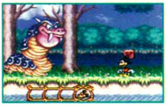
Acclaim's Competition Edition of its arcade blockbuster came to home video accompanied by all the fanfare befitting a world-wide martial arts tournament. Incredible digitized graphics and an exclusive handicapping option set it apart from the many other street fighting titles introduced in '93.



6 THE MAGICAL QUEST STARRING MICKEY MOUSE

By Capcom

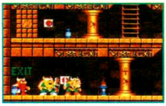
Mickey graced our January issue clad in his fire fighter suit, one of three suits that give him special powers. The suits are only part of what makes the game magical. Superior graphics and sound, as well as varied terrain and solid play control, add up to a game that is certainly one of 1993's best.



7 THE LOST VIKINGS

By Interplay

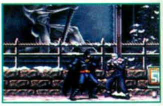
Interplay broke into the Top 10 with The Lost Vikings, an intriguing, innovative title that turned the action/puzzle category upside down. The graphics and sound are first rate, and the text is downright hilarious, but what really makes this game so great is that it's such a deep and compelling play.



8 BATMAN RETURNS

By Konami

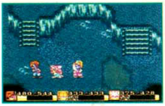
Batman rides—or flies—again in Konami's Super NES action game that checks in at number eight on our Top 10 list. Digitized music from the movie's original score accompanies the fast-paced action that pits the Dark Knight against Catwoman and The Penguin, among others. It's street fighting with a twist.



9 SECRET OF MANA

By Square Soft

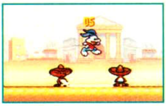
It's no secret that Square Soft's Secret of Mana is a great game—it made November's cover. It has stunning graphics, entertaining screen text and great depth of play. One of the game's many innovative features is that up to three can play at once, each controlling one of the three main characters.



10 TINY TOON ADVENTURES: BUSTER BUSTS LOOSE

By Konami

Konami scores another Top 10 title with Buster Busts Loose, a series of cinematic escapades that begins at Acme Looniversity. Buster is the star but he meets up with other Toons for bonus games and cinema scenes. With great play control and three difficulty settings, it's fun for players of all ability levels.



SUPER NES HONORABLE MENTIONS

SPORTS

Madden NFL '94
NHL Stanley Cup
Nigel Mansell's World Championship
World Soccer '94
WWF Royal Rumble

ADVENTURE/RPG

Aerobiz
Goof Troop
Operation Logic Bomb
7th Saga
Shadowrun

MOST INNOVATIVE

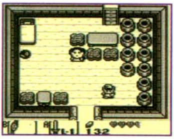
Alien^3
Clay Fighter
E.V.O.: Search for Eden
Rock 'n' Roll Racing
Taz-Mania
Zombies Ate My Neighbors

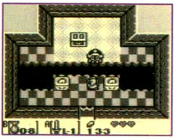
GAME BOY®

1 THE LEGEND OF ZELDA: LINK'S AWAKENING

By Nintendo

Link's Awakening shot to the head of the Top 20 list as soon as it was released, but it was a short trip—anticipation had the game hovering in second place even before players got to see how great it was. Many who have played it contend that Link's Game Boy adventure is even better than his enormously popular Super NES epic.





2 MEGA MAN IV

By Capcom

The mega-popular mini-hero returns to action with Rush, Flip Top and Beat in a game great enough to grab second place on our annual list. Only Link could best Mega Man.

3 DARKWING DUCK

By Capcom

The winged terror who flaps at night and pecks at your nightmare fights the agents of F.O.W.L. in this translation of his NES adventure. It plays well on Game Boy.

4 RAMPART

By Electronic Arts

The NES version made our Top 10 list for 1992, and we found '93's Game Boy version to be just as much fun, especially in the fast-paced two-player Game Link mode.

5 KIRBY'S PINBALL LAND

By Nintendo

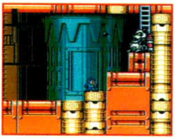
Kirby puts a clever twist on traditional pinball, becoming the ball and huffing and puffing around the screen. Power pinball players will like the play control.

Nintendo ENTERTAINMENT SYSTEM®

1 MEGA MAN VI

By Capcom

Mega Man's popularity has only grown since his first U.S. release late in 1987, and so has the number of adventures he's appeared in. He has developed a loyal following that eagerly awaits each new release and it wasn't disappointed in '93. His sixth NES adventure, in which he uses two new, special Power-Ups, might just be his best.



WIND ENERGY
MECHANICAL TOWER
WINDMAN
MASTER OF WIND

2 BATTLETOADS & DOUBLE DRAGON: THE ULTIMATE TEAM

By Tradewest

What a concept! Two of the baddest teams ever to hit the NES star together on one Pak, and you can play as a character from either team. It was our only NES cover for '93.

3 KIRBY'S ADVENTURE

By Nintendo

Kirby's simple shape belies the fact that he's capable of performing a variety of stunts. In this adventure, he can acquire the skills of more than 25 enemies!

4 JURASSIC PARK

By Ocean

Last summer's blockbuster came to the NES in a thriller that put players in the midst of the Jurassic experiment gone awry. This title wasn't an endangered species.

5 YOSHI'S COOKIE

By Nintendo

If you caught Dr. Mario Fever or were taken by Tetris, you won't want to miss Yoshi's Cookie. It's a fast-pace puzzler with a two-player version that really cooks.

SOUND SUCCESS

A race car revs and screeches from the starting line. A guitar screams out the opening riff of a classic rock tune. An announcer erupts in a frenzy of flashy phrases. This is the sound of video gaming today—a far cry from the blips and bleeps of Pong and Asteroids. How does the Super NES generate sounds and what new innovations are being made by Super NES game developers? Read on and discover the secrets of Super NES sound.

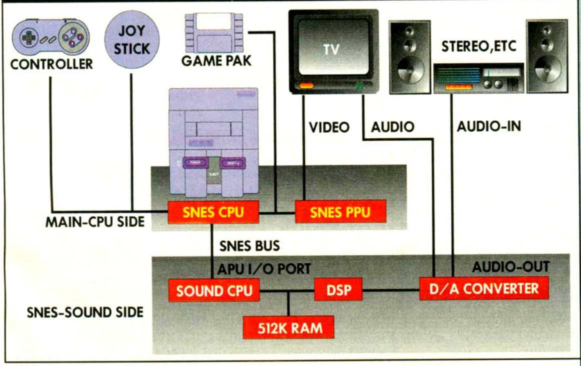
TECH TALK

Not many players buy a video game because it has great sound effects and music, but the sound track adds excitement and realism to the action just like the sound track of a movie or TV show. The process of creating sound for Super NES games, however, is more complicated than you might think. Computers like the Super NES don't understand music any more than we would understand the language of aliens from deep space. The Super NES needs musical or sound signals to be translated by a program called a Sound Driver. Only then can the Super NES's brain, the CPU (Central Processing Unit), understand the sound signals and send them on to the Sound CPU, DSP (Digital Sound Processor) and D/A Converter where the signals become compatible with television or stereo sound systems. In turn, the television or stereo feeds the signals to its speaker system to produce the actual sounds we hear.

Every game is equipped with a Sound Driver, which is a program that converts music instructions and data in the game's ROM (Read Only Memory) into Super NES data. But as you're about to hear, not all Sound Drivers are created equal. When a company acquires a Super NES Development System from Nintendo, a standard Sound Driver is part of the package. Some companies use this Sound Driver when they make games, while other companies develop their own custom Sound Drivers so that they can make music in new, creative ways.

Custom-made Sound Drivers often include innovative features that were created to make use of the sound system in ways that were not thought of when the original Sound Driver was developed. This look into the Super NES sound system and the people who are creating sensational sounds for Super NES games concentrates on companies who use custom Sound Drivers that expand the abilities of the system.

SYSTEM OUTLINE



Inside the Super NES Sound System

Sound CPU
The Sound CPU (Central Processing Unit) controls the game music and sound effects. It receives information from the main CPU and Game Pak ROM and sends it to the sound system RAM and the DSP.

DSP
The DSP (Digital Signal Processor) uses the information that it receives from the Sound CPU and RAM to create the game sounds.

512K RAM
The musical score and digitized sounds are stored here.

D/A Converter
This component converts the digital signal from the Super NES Sound System to analog so that it can be sent to the television or stereo.

SOUND INNOVATIONS

Creating sound effects and music for Super NES games is a laborious process that requires skill and patience. Most sound designers work at a computer keyboard, creating files that will tell the system where each note will go, how long the note will last and where the soundtrack will make use of special effects such as volume changes and stereo pans. Once this file is written and compiled, the results of many hours of work can finally be heard.

Some companies that develop games for the Super NES have created Sound Drivers that give designers more feedback. Software Creations has been a sound innovator for many years. Their projects include *Plok, Super Off-Road, Spider-Man and the X-Men* and sound work on *Rock 'N Roll Racing*. The Software Creations Sound Driver, written by technical director Michael Webb, is faster than most. Richard Kay, Software Creations managing director, says, "The secret of our system is sheer speed. Our tools can compile music instructions into Super NES data and transmit that data to the Super NES almost instantly. This makes the process very interactive." The system is also quite versatile. "We do not use straight samples when we create music and sound effects," says Richard, "We can sample a trumpet sound, for example, and manipulate it to sound like many other instruments." This ability to manipulate sounds allows the sound designers to make many different sounds out of only a few samples.

Another company that is making waves in Super NES sound is Interplay. Their A.R.D.I. (Advanced Real-time Dynamic Interplay) Sound System was used in the creation of such recent hits as *Out of this World, The Lost Vikings, Clay Fighter and Claymates*. Like the Software Creations Sound Driver, the A.R.D.I. Sound System allows for quick feedback to the sound designer. The system has a MIDI (Musical Instrument Digital Interface) plug that is fits into a Super NES Game Pak slot. With this innovation, sound designers can compose music with a sythensizer, input the MIDI file into a Super NES and listen to how it will sound immediately. They can also can also make changes in volume, stereo panning, echoes and other effects as the music is being played. Since this system is more "user friendly" than most, the designers at Interplay have more choices in selecting composers. Says Charles Deenan, Interplay Audio Director, "We can use musicians who don't have to be technologically inclined."

The A.R.D.I. Sound System also allows for long songs with very little repetition. The Sound Driver reads the musical score directly from the Game Pak's ROM, instead of drawing from the more limited RAM of the sound system, so that the piece of music can have a bigger and more complicated score than most video game music. The extra space in RAM also gives more room for more digital samples.

NINTENDO POWER
SUPER POWER CLUB

BUBSY GETS HIS VOICE

Bubsy in Claws Encounter of the Furred Kind is the debut of Accolade's wacky bobcat, Bubsy, who wisecracks his way through the 16-stage yarn. Bubsy Producer John Skeel says that finding the right voice for the character was a real challenge. "I knew that the sound of Bubsy's voice would really communicate his personality, so I wanted it to be perfect...I spent weeks going through stacks of voice talent tapes and just didn't find what I was looking for." After a long , fruitless search, John got a call from Sacramento vocal actor Brian Silva. "We spent an afternoon trying different voices...a Brooklyn accent...a Jewish accent...until we settled down and got the right sound." Then John digitized Brian's recorded voice and sped it up. The results were the perfect combination of Daffy Duck, Bugs Bunny and many other classic toons that provided inspiration for the design of the character.

There are 16 Bubsy-isms in the game, making for approximately 22 seconds of digitized speech. During the game's development, John and his team wanted to create a trademark phrase for the character. "Whatever blows your hair back" was a leading candidate. Then, as Murphy's Law started taking its toll on the project, team members often quipped "What could possibly go wrong?" That caught on and became Bubsy's catchphrase.

Last Thanksgiving weekend, a Bubsy cartoon pilot aired with Teenage Mutant Ninja Turtles veteran Rob Paulsen as the voice of the bobcat. The show could become a regular series. Accolade is also planning a Bubsy sequel.

MOOD MUSIC

In addition to making technical innovations, developers are coming up with new ideas for types of music and sound effects to be featured in Super NES games. Rock 'N Roll Racing from Interplay, with sound developed by Software Creations, is a prime example. It includes well-produced versions of six classic rock songs such as "Bad to the Bone" and "Born to be Wild" as well as the wild announcing style of Larry "Big Mouth" Huffman.

Activision has published a pair of games that also use popular music in the soundtrack. The idea to add fast-beat, high energy techno music to action-packed games occurred to Activision producer Kelly Rogers at a dance club when he was trying to think of the right type of music to include in the side-scrolling shooter *Bio-Metal*. The game's soundtrack, featuring music from techno super group 2 Unlimited, met with a lot of critical acclaim, leading Activision to use the music of the up-and-coming band Psykosonik for the soundtrack of *X-Kaliber 2097*, a futuristic fighting game. The songs, which were composed by Psykosonik singer/songwriter Paul Sebastien, have been climbing up the Billboard Magazine Dance Music Chart. "The main reason that we were interested in doing something for a video game is that we like games," says Psykosonik member Theo, who, along with his bandmates, has made it to the fifth stage of the game.

Paul sent MIDI files of the Psykosonik music to Activision via Compuserve. Then the engineers at Toshiba EMI took on the task of adapting the music from a memory intensive format to something that would be feasible to work into the Super NES sound system but didn't compromise the sound of the music. "We used a lot of techniques in creating the music that we haven't used before," says Kelly. The result is a video game soundtrack that sounds like a hit record. Footage of the game may appear in an upcoming Psykosonik video.

CLAY FIGHTER, CLAY CLAY FIGHTER
C'MON FIGHT THEM IF YOU DARE.
OOH.

Taking a different approach to popular music, the designers at Interplay called on vocal group Euphony to sing the theme song to *Clay Fighter* for the game's title screen. The catchy tune features several seconds of digitized singing and a full band. Since the total memory required for the samples included in the song well exceed the limits of the sound system's RAM, the samples are loaded from the ROM into the RAM on the fly using a looping technique.

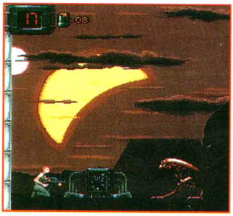
Techno group Psykosonik contribute their intense, hard-driving tunes to X-Kaliber 2097.

Music style is a major consideration in creating atmosphere for video games at Interplay. "We had a debate

LAY FIGHTER, CLAY CLAY FIGHTER
IT 'EM, SMACK 'EM THEY DON'T CARE

over the kind of music that would be used in *(The Lost) Vikings*," recalls Charles Deenan. Charles wanted to create a light-hearted, fun atmosphere with beat-oriented dance music. Other people involved in the project thought that a more serious approach would be appropriate. In the end, the dance music idea won out, and now, everyone involved cannot imagine the game any other way. Music for the upcoming Interplay epic, *Lord of the Rings*, will have a much more orchestral, cinematic feel.

A cinematic style was the target for the soundtrack to Acclaim's *Alien³*, which was developed by Probe Software. While Acclaim did not have the rights to use the actual compositions or sounds from the Alien films, the sound designers at Probe did listen to music from the Alien movie soundtracks and other sci-fi thriller soundtracks for inspiration. The results are atmospheric and spooky. The game also includes a line from Aliens that plays after the last player character has been defeated: "Game over, Man!" The designers were not able to use the actual piece of dialog from the film, so they had a member of the staff perform the line. They ended up with a humorous line that breaks the tension of being defeated by acid-blooded alien and sounds almost exactly like the original reading.



The sound team at Probe software researched sci-fiction movie music and sound effects in order to create the right atmosphere for Alien³.

TOP 20 SOUND TRACKS

NINTENDO POWER SUPER POWER CLUB

1. The Legend of Zelda: A Link to the Past

Nintendo

The epic music and realistic sound effects of The Legend of Zelda: A Link to the Past take it to the top of our list of greatest Super NES soundtracks of all time.

2.	**Rock 'N Roll Racing**	Interplay
3.	**Final Fantasy II**	Square
4.	**Clay Fighter**	Interplay
5.	**ActRaiser**	Enix
6.	**Star Fox**	Nintendo
7.	**Super Mario World**	Nintendo
8.	**Super Star Wars**	JVC
9.	**Plok**	Tradewest
10.	**The Lost Vikings**	Interplay

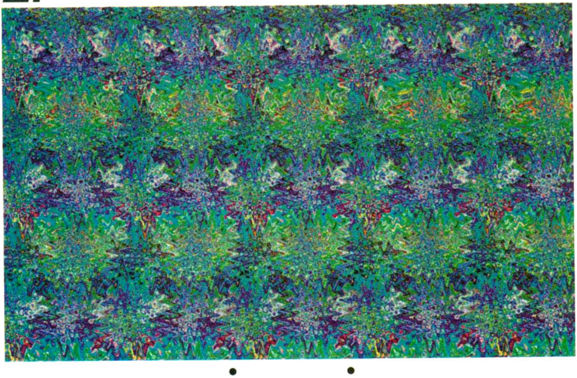
The Lost Vikings is one of four Interplay games on the Top 20. This one earns praise for the humor that the music brings to the game. While you might expect fanfares and orchestrated themes in a game that features a trio of Vikings, this soundtrack is pure hip hop.

11.	**F-Zero**	Nintendo
12.	**Super Off Road**	Tradewest
13.	**Super Empire Strikes Back**	JVC
14.	**Super Mario Kart**	Nintendo
15.	**ActRaiser 2**	Enix
16.	**Alien³**	Acclaim
17.	**Bubsy in Claws Encounters of the Furred Kind**	Accolade
18.	**Bio Metal**	Activision
19.	**Batman Returns**	Konami
20.	**Claymates**	Interplay

GIVE IT A GO!

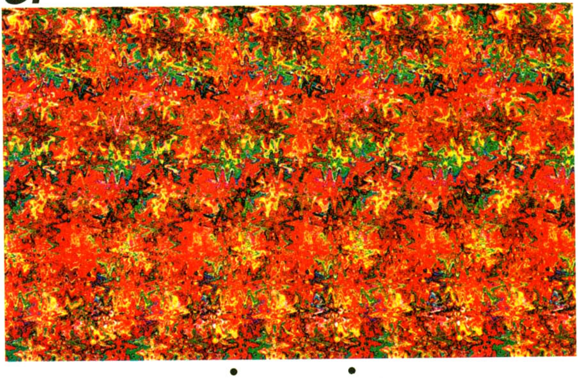
Some people see the images in these pictures almost immediately while others couldn't pick them out even if their lives depended on it! Make sure everyone you know gives these a try.

2.



HINT: It's not Mario, but he can jump higher than Mario.

3.

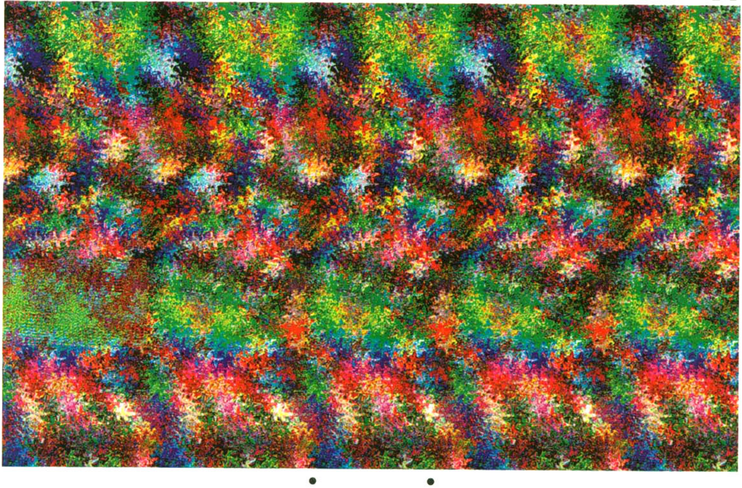


HINT: It goes great on pizza.

SUPER POWER STARE-EO CHALLENGE

Two free Super Power Stamps could be coming your way if you can make out what's in Stare-EO-Gram number 4!

4.



HINT: No way! Forget it! No Hints!

TO SCOPE IT OUT:

If you are having trouble seeing the images in the pictures, here are a few tips that might help you to visualize them.

CROSS-EYED STYLE: Look at the two dots under the pictures. Cross your eyes so there appears to be four dots. Of those four dots, try to overlap the inner two so they appear as one. Keeping the same focus, move your eyes up or the picture down and stare at it. Don't get frustrated if you can't see an image immediately. It may take a while. It's really important to relax and remain patient. Soon, a three-dimensional image should begin to "emerge" from the page. Don't expect anything radical like a color change—you'll still see the same colors. Some people think the images appear to be "embossed" in the picture. Also, don't worry about blinking. It's OK. You should still be able to hold a steady focus while blinking.

PARALLEL STYLE: Relax, and try to set your focus in the distance. The idea here is to see "through" the page. As with the Cross-eyed style, the two dots under the pictures should appear to be four. Bring the inner two together to form one dot. Hold your focus and let the image appear before your eyes!

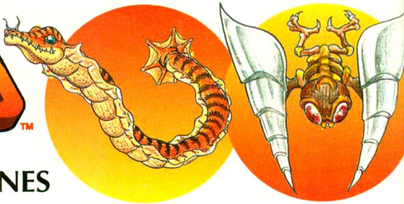
CONTEST RULES

On a 3 1/2"x5" card, write the answer to the Stare-eo gram question and send it along with a self-address stamped envelope to the address shown.

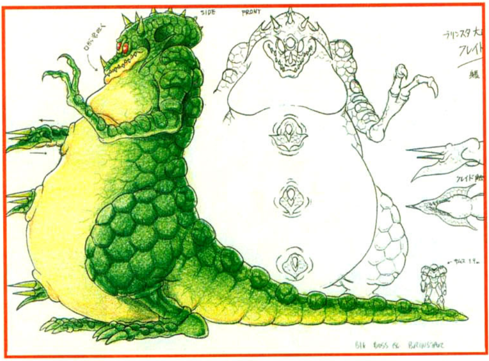
SUPER POWER STARE-EO CHALLENGE
P.O. Box 10224
Des Moines, IA 50336-0224

All entries must be postmarked no later than February 15, 1994. Not responsible for lost, stolen or misdirected mail. Please allow 3-4 weeks for delivery of Super Power Stamps. One entry per Super Power Club Member, please.

1994 looks like the best year ever for video game players. Get ready for excitement of Super Metroid, the realism of Ken Griffey Jr. Presents Major League Baseball, the innovation of Wario Land and the action of NBA Jam.

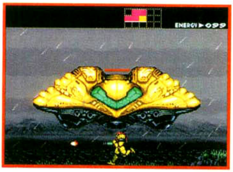


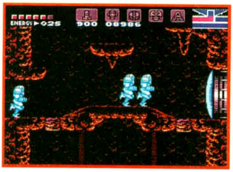
Samus Aran on the Super NES

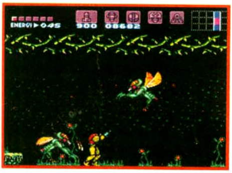


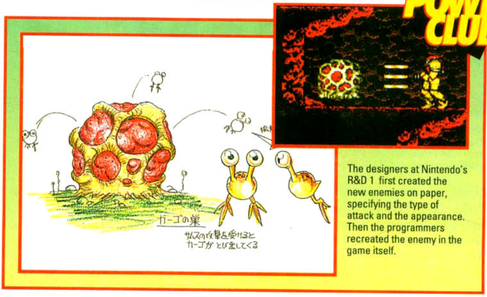
Ever since the introduction of the Super NES, players have been calling Nintendo to find out when Super Metroid will come out. Players assumed that any game as good as the original Metroid had to be adapted to the Super NES. They were right, and the long wait is about to end.

When Super Metroid hits the stores this spring, players will return to the planet Zebes with Samus Aran, a one-woman, intergalactic SWAT team, to battle the evil Mother Brain for the last time. Although this will mark the end of the Metroid series, Samus Aran will have a new galactic menace to overcome in future games. In Super Metroid, players will revisit several areas and enemies from the original game, but they will also explore new regions and battle new foes with new moves and weapons.



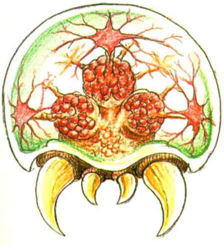




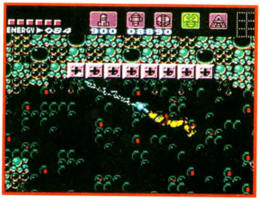

カーゴの巣
サムスの攻撃を受けると
カーゴが とび出してくる

The designers at Nintendo's R&D 1 first created the new enemies on paper, specifying the type of attack and the appearance. Then the programmers recreated the enemy in the game itself.

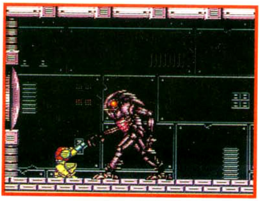
Many elements that made the original game a classic have been enhanced. The passages of inner Zebes are so vast that the programmers anticipate having to use 24 megabits of memory, making Super Metroid the biggest game ever for the Super NES. Some elements were borrowed from Metroid II for Game Boy, like the Save Points and the battery-saved memory. Kraid and Ridley return from the original in hideous new forms along with an army of new and redesigned enemies.



Mr. Sakamoto, the project director, told Power that, "Metroid has a lot of possibilities and we have to include all of them to make the game as enjoyable as possible." Ten programmers and designers at Nintendo's R&D 1 group have been working overtime for months trying to include those possibilities. The game is being tailor-made for North American players, because Metroid was never as popular in Japan due to the fact that it was released on the Famicom Disc Player format.

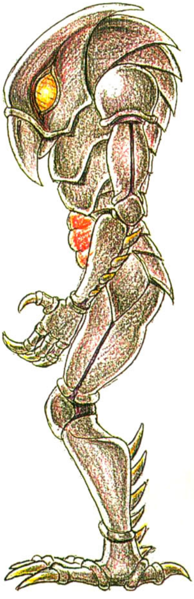


Samus uses the Grappling Beam to swing over pits and hazards too wide to jump.



When this statue comes to life, the challenge involves using the right weapons and moves.

As for the popularity of Super Metroid in the U.S., the incredible action and vast world are sure to make it one of the top games of the year.



NBA JAM™

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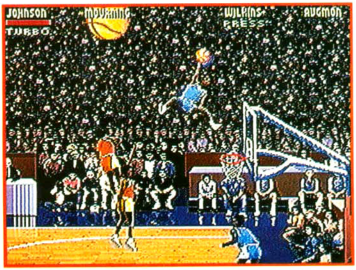
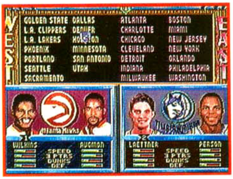
What arcade game is hotter than Mortal Kombat? Try NBA Jam Session. The Super NES adaptation of this mega hit has been in intense development at Acclaim for the past eight months and it should be released soon. Working with programmers at Iguana Entertainment, Dan Feinstein and Asif Chaudhri of Acclaim's White Team have pulled out all the stops to give NBA Jam for the Super NES the same excitement as the original, and in some respects they have gone beyond the arcade game. At the heart of Jam is the two-on-two action between NBA stars. The players appearing in the game have been updated to reflect trades and changes, and the challenge level has been increased in several categories, including Defense, Intercept and Shots. There are guest stars, too, but Acclaim is keeping the lid on their identities.


JOHNSON
MOURNING
TURBO
WILKINS
PRESS
AUGMON

MIDWAY
NBA JAM
ORLANDO
SEATTLE
1ST QUARTER
NBA

According to Feinstein, the original arcade game code was ported and adapted for use with the Super NES. Although the games aren't identical, the home version includes the trademark digitized player screens, many of the same voice samples, and 57 jam combinations. That's a lot of jamming, and it's taken the developers lots of 16-hour days to put it all together.

PRESS
TURBO

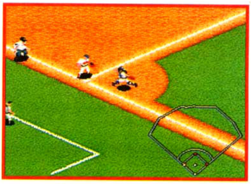

WEST
GOLDEN STATE
L.A. CLIPPERS
L.A. LAKERS
PHOENIX
PORTLAND
SEATTLE
SACRAMENTO
DALLAS
DENVER
HOUSTON
MINNESOTA
SAN ANTONIO
UTAH
ATLANTA
CHARLOTTE
CHICAGO
CLEVELAND
DETROIT
INDIANA
MILWAUKEE
BOSTON
MIAMI
NEW JERSEY
NEW YORK
ORLANDO
PHILADELPHIA
WASHINGTON
EAST
Atlanta Hawks
WILKINS
AUGMON
SPEED
3 PTRS
DUNKS
DEF
Timberwolves
LAETTNER
PERSON
SPEED
3 PTRS
DUNKS
DEF

NBA JAM
HALFTIME REPORT

Acclaim may be uniquely positioned to adapt NBA Jam since they have worked closely with the NBA and Williams on several other products. The smooth exchange of information between Acclaim, Williams/Bally/Midway and the NBA made the quick development possible. Even more important may be Acclaim's familiarity with the intricasies of pro basketball and NBA players from their earlier games like NBA All-Star Challenge.

Ken Griffey Jr. PRESENTS MAJOR LEAGUE BASEBALL

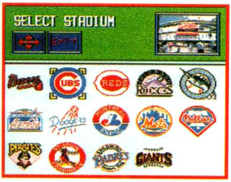
Go Inside the Majors with the Griff



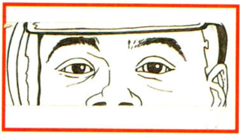
The players are highly animated, from batters blowing bubbles at the plate to fielders diving for the catch.

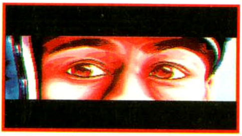
Ken Griffey Jr. Presents Major League Baseball is getting the final tweaks before its release on opening day of the 1994 baseball season. Begun in 1992, the game has been in development for over a year and a half, and the attention to detail shows in a thousand ways.

The game was designed by Brian Ullrich, a former Power editor and baseball fanatic now working with Software Creations in England. It may seem an unlikely union, but Brian has educated the talented British developers about baseball to the point that many of them are now rabid fans. The enthusiasm for their video game is also shared by Jeff Hutt, the game's producer at NOA, and his chief expert and play tester, Ken Griffey Jr. The 16 megabit game is designed to have a fun, arcade feel with humor as well as fast, realistic play. Part of that feel comes from the voice of American League Umpire, Steve Palermo, who may be better known as the heroic ump who saved a person's life during a robbery. Visual antics also add to the fun, like batters blowing bubble gum, or fighting with the pitcher after being hit by a wild pitch.

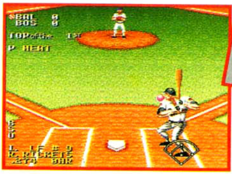

SELECT STADIUM
EXIT
Braves
CUBS
REDS
Rockies
Astros
Dodgers
MONTREAL EXPOS
Mets
Phillies
PIRATES
ST. LOUIS CARDINALS
SAN DIEGO PADRES
GIANTS

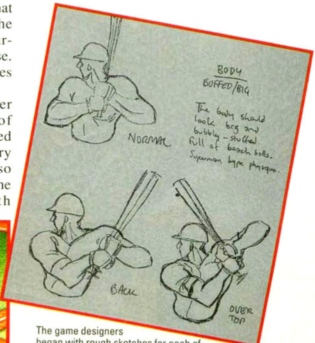
According to Hutt, the toughest part of making a sports game is creating the artificial intelligence that controls the computer characters. The designers have to anticipate every possible play. For instance, with the bases full, the primary defensive command is to throw home. But that changes if there are two Outs. The trick is to anticipate unusual occurrences and program a smart response. Ken Griffey Jr. MLB covers the bases with 150 fielding animations.





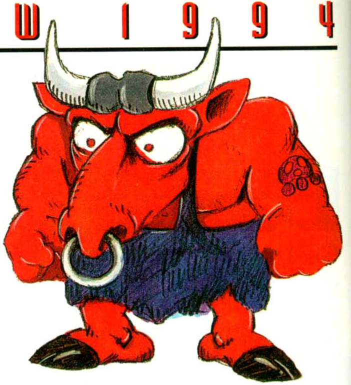
The game is impressive in other ways, too: a full compliment of options, team editing, battery-saved memory, and the inclusion of every major league ballpark. You'll also find complete 1994 schedules and the new playoff scheme along with updated team colors and logos. This spring, you won't have to go out to the ballpark for America's pastime, it's coming home to you.


BAL
BOS
TOP of the 1ST
.274


BODY
BUFFED/BIG
The body should look big and bubbly - stuffed full of beach balls. Superman type physique.
NORMAL
BACK
OVER TOP

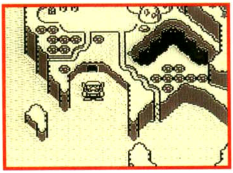
The game designers began with rough sketches for each of the positions and body types found in the game.

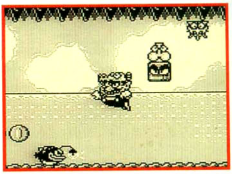
WARIO LAND™

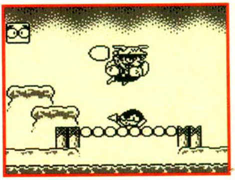


Wario isn't bad, he's just mad in this new action adventure

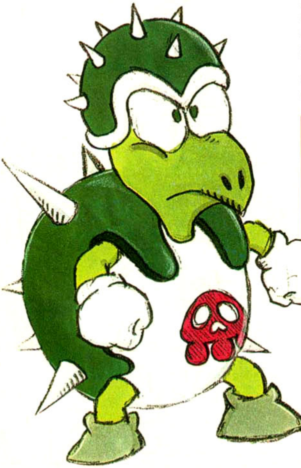
The bad boy of Super Mario Land 2: 6 Golden Coins will soon return to the small screen in his own adventure called Wario Land. Not only is Mario completely out of the picture in this game, all the enemies and areas are completely new. The game world, which includes an overworld map and lots of areas to pass through, will remind players of SML2, but the enemies and challenges they find in Wario Land are all new. R&D 1, the same Nintendo development group that is working on Super Metroid and which developed the Super Mario Land games for Game Boy, wanted a fresh look and new moves that would appeal to Mario fans. Now, after more than a year in development, they're putting the final pieces in place in order to meet a spring release date.

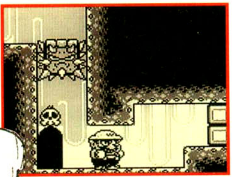


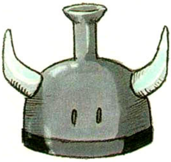




So what's Wario up to this time? Having been kicked out of the castle by his old nemesis, Mario, Wario sets off to earn his fortune the old fashioned way—by stealing it from pirates. He figures that if he can find enough of the pirates' hidden treasure, he will be able to buy his own castle. Who needs Mario anyway? Wario lands on the pirates' island, and must go through each area to find one of the pirate treasures.







The main move for Wario consists of him lowering his shoulder and charging forward like a mad bull, knocking enemies out of the way. But that isn't his only move. By finding different special hats, Wario gains new talents. With the Jet-pack hat he can fly. The Dragon hat breathes fire and the horned hat can stick into ceilings.

The art used in planning the game captures the angry, comic intensity of Wario. The designers used large characters in the final game for a more effective, cartoon feel. Fans of Mario games should find Wario Land to be a fun change of pace.

1993 Rare, Ltd. licensed to Tradewest by Rare coin-it, Ltd.

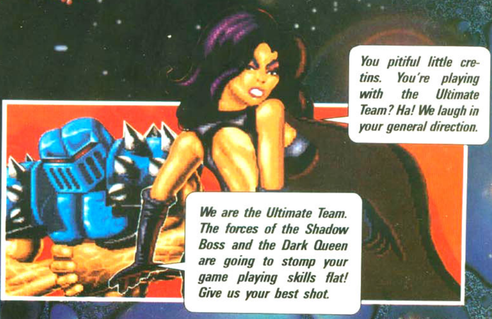
Last time, our heroes stopped the Dark Queen cold.

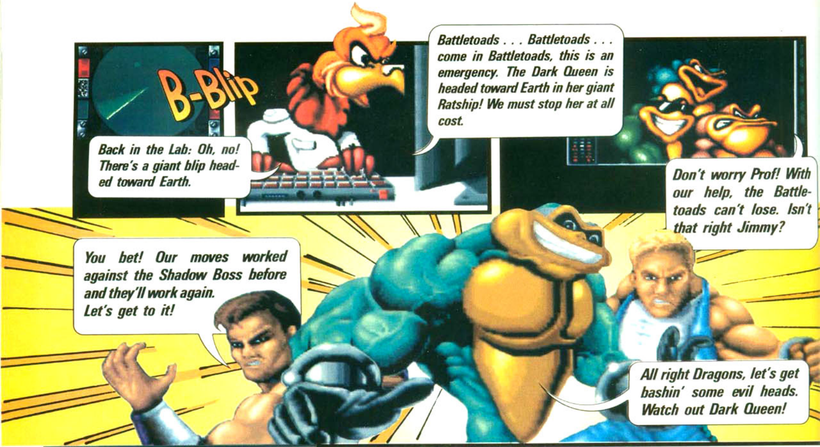
Now, peace has settled across the city. As the night grows darker, everyone sleeps easy, knowing the Dark Queen has been vanquished . . .

BATTLETOADS DOUBLE DRAGON™

THE ULTIMATE TEAM

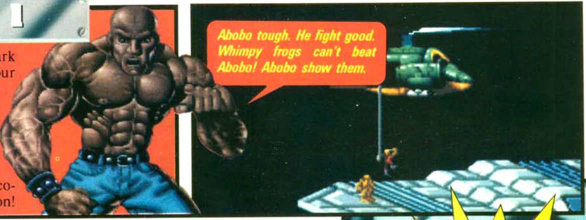
. . . or has she? By the look of that ominous spaceship hanging high above Earth, it looks like our heroes may be resting just a little too soon. This time the battle will continue with better graphics and play control than ever before! Join the Battletoads as they team up with the Dragon Duo in Tradewest's latest introduction.

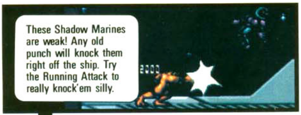

You pitiful little cretins. You're playing with the Ultimate Team? Ha! We laugh in your general direction.
We are the Ultimate Team. The forces of the Shadow Boss and the Dark Queen are going to stomp your game playing skills flat! Give us your best shot.


B-Blip
Back in the Lab: Oh, no! There's a giant blip headed toward Earth.
Battletoads . . . Battletoads . . . come in Battletoads, this is an emergency. The Dark Queen is headed toward Earth in her giant Ratship! We must stop her at all cost.
Don't worry Prof! With our help, the Battletoads can't lose. Isn't that right Jimmy?
You bet! Our moves worked against the Shadow Boss before and they'll work again. Let's get to it!
All right Dragons, let's get bashin' some evil heads. Watch out Dark Queen!

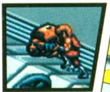
STAGE 1

Later, back at the Dark Queen's Ratship, our heroes ready themselves for the assault. The Battlecopter swoops low and drops our heroes at a quiet spot on the ship. The 'Toads are quickly discovered and the fight is on!

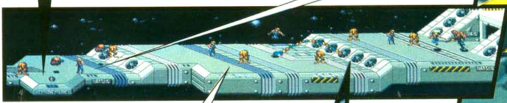

Abobo tough. He fight good. Whimpy frogs can't beat Abobo! Abobo show them.



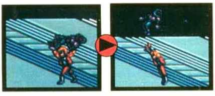
These Shadow Marines are weak! Any old punch will knock them right off the ship. Try the Running Attack to really knock'em silly.

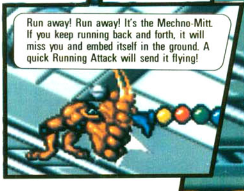


Retro Blasters may look like a camera, but it's not going to take your picture. Grab them quick so you won't get shot!

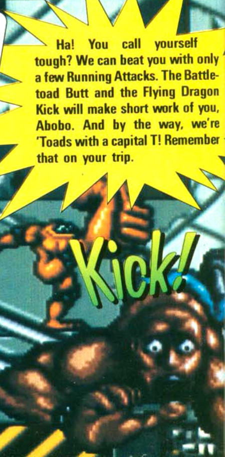


Watch this great trick! If you catch a Shadow Marine laying around on the job, pick him up and send him flying into space. Get in close to your enemy and hit the B Button. You may pick him up, or at least give him the boot.

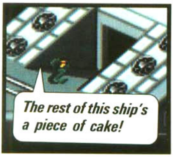




Run away! Run away! It's the Mechno-Mitt. If you keep running back and forth, it will miss you and embed itself in the ground. A quick Running Attack will send it flying!


Ha! You call yourself tough? We can beat you with only a few Running Attacks. The Battletoad Butt and the Flying Dragon Kick will make short work of you, Abobo. And by the way, we're 'Toads with a capital T! Remember that on your trip.
Kick!

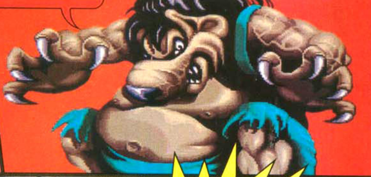
STAGE 2

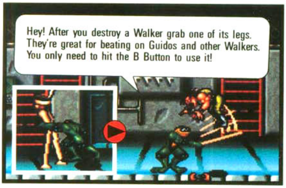


The rest of this ship's a piece of cake!

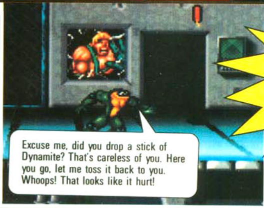
Whoops! Just a slight miscalculation by our heroes. Inside the Ratship waits all of the perils and really nasty dangers of Big Blag's nest. If they make it to the center of the nest, the Dragons and 'Toads will have to face Big Blag, sharp claws and all!

Enter my little pretties. I'm looking for a few yummy morsels to chew on.



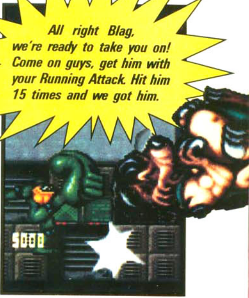


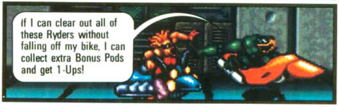
Hey! After you destroy a Walker grab one of its legs. They're great for beating on Guidos and other Walkers. You only need to hit the B Button to use it!



Excuse me, did you drop a stick of Dynamite? That's careless of you. Here you go, let me toss it back to you. Whoops! That looks like it hurt!

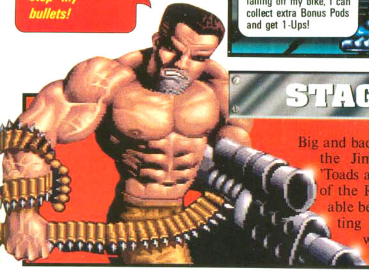
All right Blag, we're ready to take you on! Come on guys, get him with your Running Attack. Hit him 15 times and we got him.





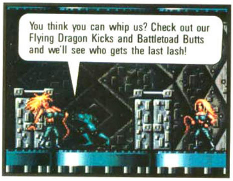
If I can clear out all of these Ryders without falling off my bike, I can collect extra Bonus Pods and get 1-Ups!

Your fists can't stop my bullets!

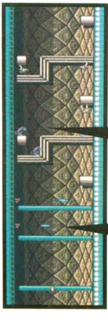


STAGE 3

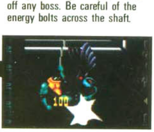
Big and bad Roper is waiting for the Jimmy, Billy, and the 'Toads are in the very center of the Ratship. Will they be able beat him? Roper is betting his bullets that they won't!

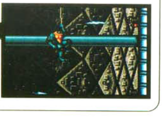


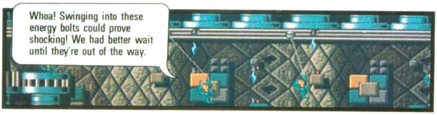
You think you can whip us? Check out our Flying Dragon Kicks and Battletoad Butts and we'll see who gets the last lash!



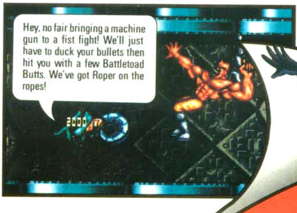
Our heroes spend a little time kickin' around a few Ravens. Hit them a few times and a fighter can gain enough 1-Ups to finish off any boss. Be careful of the energy bolts across the shaft.





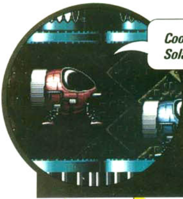


Whoa! Swinging into these energy bolts could prove shocking! We had better wait until they're out of the way.



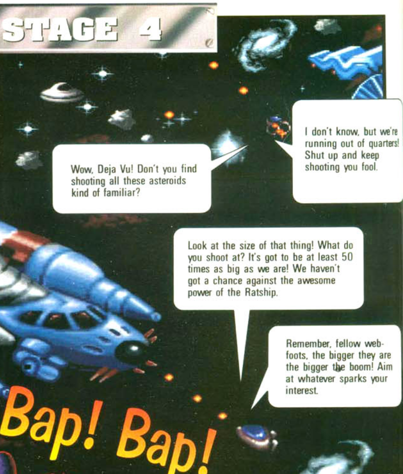
Hey, no fair bringing a machine gun to a fist fight! We'll just have to duck your bullets then hit you with a few Battletoad Butts. We've got Roper on the ropes!

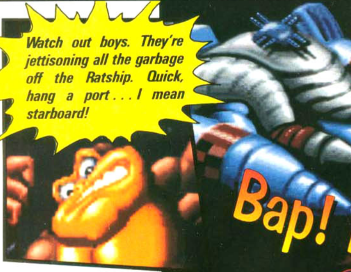
My guys are losing?! I'll get you for this, Nintendo Power!


Cool space pod; just like Solar Jetman's!

STAGE 4

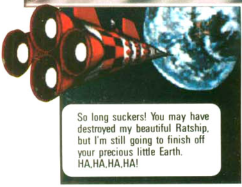
After defeating Roper and his gang, our heroes take the fight into space. Can they chase down the runaway Ratship before it collides with Earth? Let's hope so!

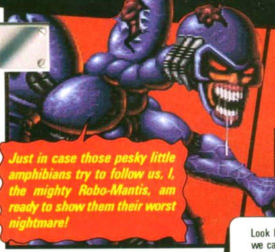

Wow, Deja Vu! Don't you find shooting all these asteroids kind of familiar?
I don't know, but we're running out of quarters! Shut up and keep shooting you fool.
Look at the size of that thing! What do you shoot at? It's got to be at least 50 times as big as we are! We haven't got a chance against the awesome power of the Ratship.
Remember, fellow web-foots, the bigger they are the bigger the boom! Aim at whatever sparks your interest.
Bap! Bap! Bap!

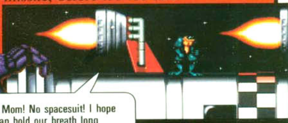

Watch out boys. They're jettisoning all the garbage off the Ratship. Quick, hang a port . . . I mean starboard!

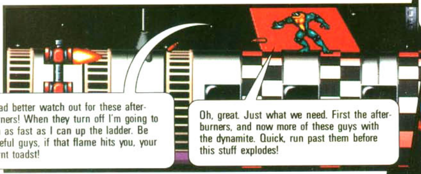
STAGE 5

In a last ditch attempt to destroy Earth, the Dark Queen and the Shadow Boss aim their rocket directly for the planet's surface. Our heroes must stop this deadly missile, before it's too late.


So long suckers! You may have destroyed my beautiful Ratship, but I'm still going to finish off your precious little Earth. HA,HA,HA,HA!

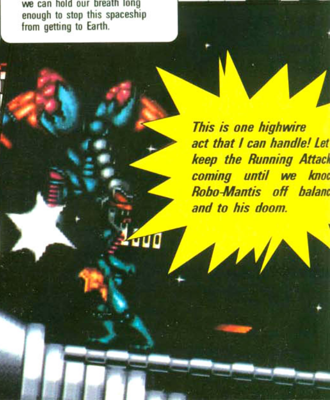

Just in case those pesky little amphibians try to follow us, I, the mighty Robo-Mantis, am ready to show them their worst nightmare!


Look Mom! No spacesuit! I hope we can hold our breath long enough to stop this spaceship from getting to Earth.

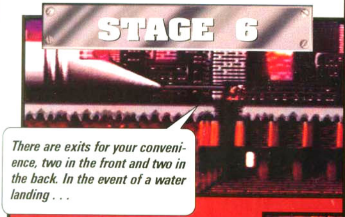

I had better watch out for these after-burners! When they turn off I'm going to run as fast as I can up the ladder. Be careful guys, if that flame hits you, your burnt toadst!
Oh, great. Just what we need. First the after-burners, and now more of these guys with the dynamite. Quick, run past them before this stuff explodes!

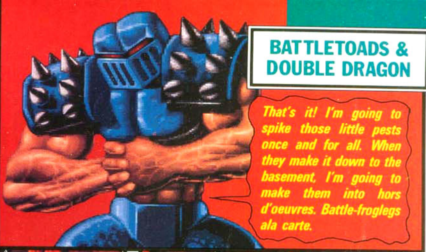
2000
Oh, Great. We pop inside for a breath of fresh air, and old sunshine here is just waiting to get us.

This guy can't be that tough. He can fit inside that little cockpit.

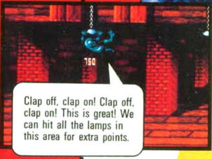

This is one highwire act that I can handle! Let keep the Running Attack coming until we knoc Robo-Mantis off balanc and to his doom.

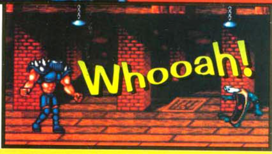
STAGE 6

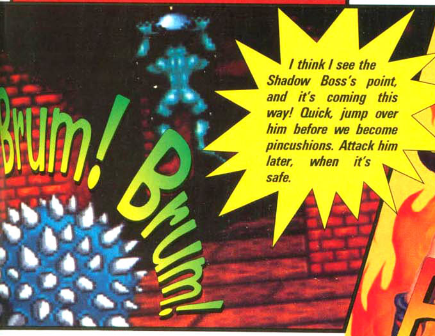

There are exits for your convenience, two in the front and two in the back. In the event of a water landing . . .


That's it! I'm going to spike those little pests once and for all. When they make it down to the basement, I'm going to make them into hors d'oeuvres. Battle-froglegs ala carte.

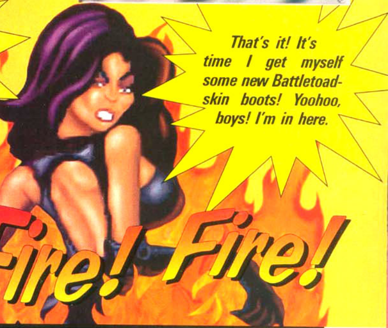
After a horrible crash landing on the Earth's surface, our heroes find that the Shadow Boss and Dark Queen have escaped. Following them into the Shadow Boss's hideout, the Battletoads and Lees sneak quietly past the untold dangers. The slightest noise could tip off the enemy and spell doom for our favorite fighters.

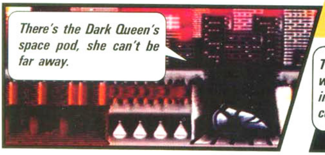

750
Clap off, clap on! Clap off, clap on! This is great! We can hit all the lamps in this area for extra points.

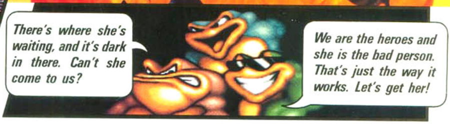



Brum! Brum!
I think I see the Shadow Boss's point, and it's coming this way! Quick, jump over him before we become pincushions. Attack him later, when it's safe.

STAGE 7


That's it! It's time I get myself some new Battletoad-skin boots! Yoohoo, boys! I'm in here.
Fire! Fire!

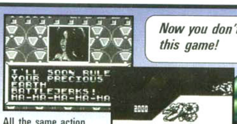

There's the Dark Queen's space pod, she can't be far away.


There's where she's waiting, and it's dark in there. Can't she come to us?
We are the heroes and she is the bad person. That's just the way it works. Let's get her!

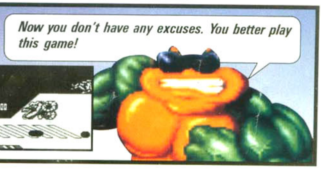
TO BE CONTINUED ON A SUPER NES NEAR YOU!

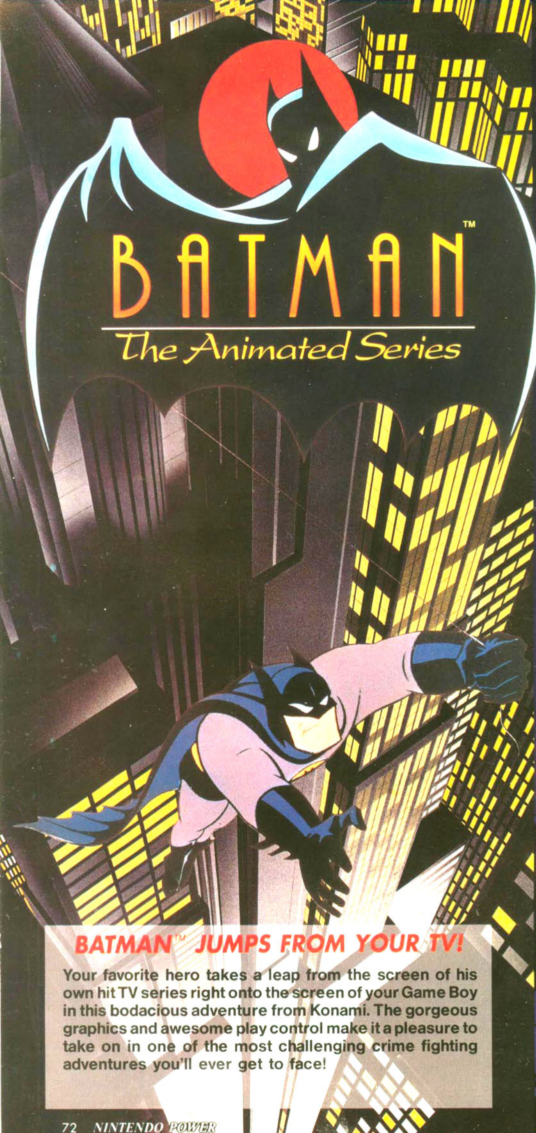
HAND-HELD TOADS ACTION

If you're too busy saving the world to play this game on the Super NES, you can take it on the road with you. All the action of Battletoads & Double Dragon can be played on Game Boy as well!


I'LL SOON RULE YOUR PRECIOUS EARTH BATTLEJERKS! HA-HA-HA-HA-HA
2000

All the same action and stages are within your grasp!


Now you don't have any excuses. You better play this game!



BATMAN™
The Animated Series

BATMAN™ JUMPS FROM YOUR TV!

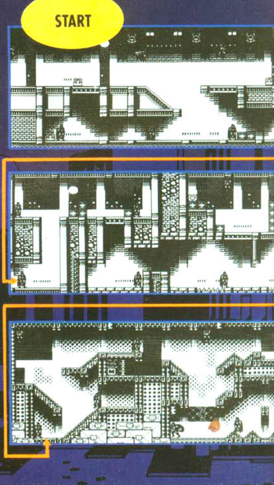
Your favorite hero takes a leap from the screen of his own hit TV series right onto the screen of your Game Boy in this bodacious adventure from Konami. The gorgeous graphics and awesome play control make it a pleasure to take on in one of the most challenging crime fighting adventures you'll ever get to face!

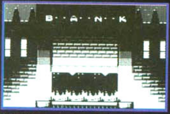
THE FIVE EPISODES

Gotham City is home to two of the world's most crafty crime fighters, but where there are heroes, there are also plenty of foes to keep those heroes on their toes. In each challenging episode, Batman and Robin must take care of the chaos that Gotham's most dishonorable citizens have created. It will take nerves of steel and fists of iron to succeed!

EPISODE 1
"THE JOKE'S ON YOU"

The fun begins with a little practical joke planned by the sinister Joker himself. He's the only one who's laughing, though, because the Gifts and Teddy Bears are actually cleverly disguised bombs. And what were once friendly Clowns are now reckless robots on the rampage! We'll see who gets the last laugh . . .



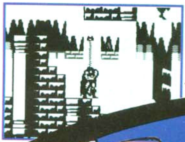


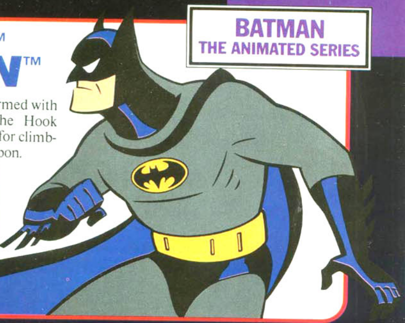
Could those greedy gangsters, The Riddler and The Penguin, be behind this bank heist in Episode 4?

The Bat-Signal means that there is trouble to be taken care of.

THE DARK KNIGHT™
BATMAN™

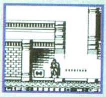
One special item Batman is armed with is the Grappling Hook. The Hook proves to be especially useful for climbing and as a long range weapon.





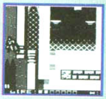
① JACK IN THE BOX

Punch the Gifts to disarm disguised Bombs. Not all the Gifts are tricks – you could find useful items like the Bat Shots!



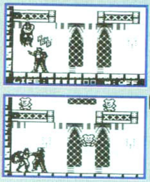
② ANOTHER ROUTE

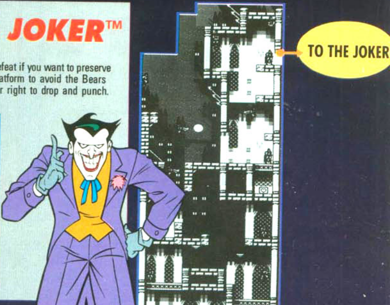
Take a short cut by using the Advanced Climbing or Grappling Techniques to climb up the narrow space on the left.

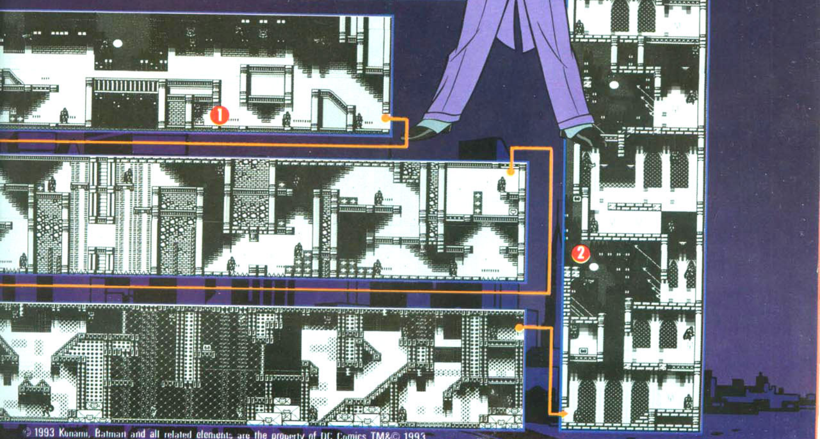


BOSS THE JOKER™

The Joker will take some time to defeat if you want to preserve your Stamina. Hang off the left platform to avoid the Bears and wait until The Joker's on your right to drop and punch.







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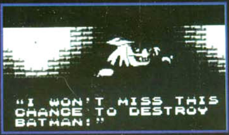
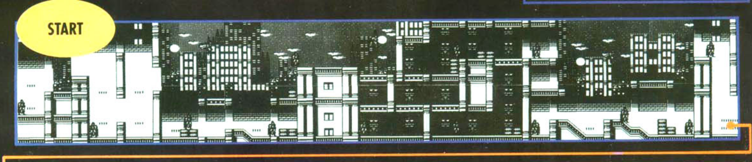
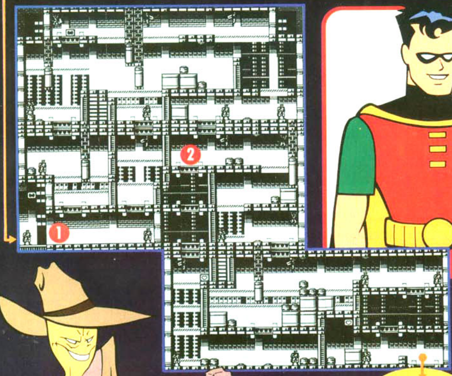
EPISODE 2
"THE CHILL OF A LIFETIME"

That master of mayhem, Mr. Freeze, and that homicidal henchman, the Scarecrow, have left Gotham City in the cold, and it's Batman who has to put their plans on ice. Luckily, he doesn't have to do it alone because his partner in crime-fighting, Robin, will come to the rescue!

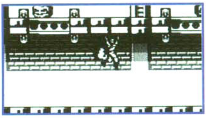

"I WON'T MISS THIS CHANCE TO DESTROY BATMAN!"



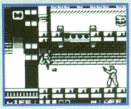


THE BEST PARTNER ROBIN™

Although Robin has less Stamina than Batman, he does have the useful ability to walk on the ceilings.

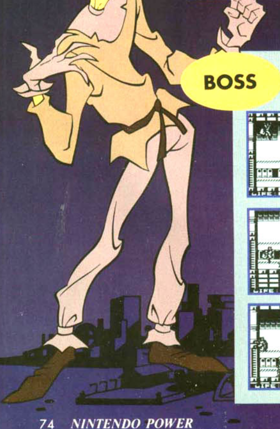


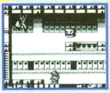
① HOLD ON TO THE CEILING

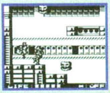


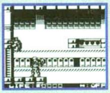
As soon as you switch to Robin, jump up to the ceiling to avoid the barrage of enemy fire that comes from the right.

BOSS SCARECROW™





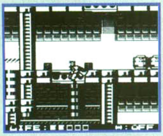


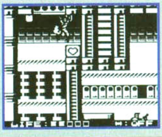


This Scarecrow creature doesn't scare Robin away. With a little practice, Robin can make a nest out of this half-witted haystack. Hang out on the ceiling until Scarecrow approaches from the left. Drop down and give him the old "one-two punch" then jump back up to the ceiling before he even knows what hit him.

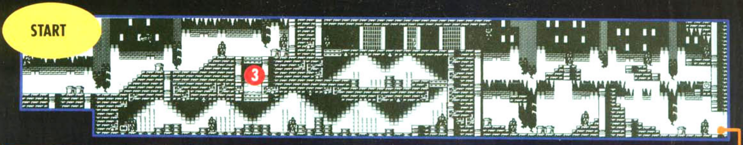
② A BETTER ROUTE

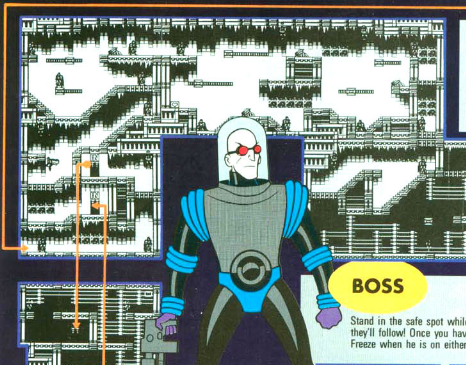
It's a-maze-ing in this part of the building, so be careful not to get lost! Take the left route once you get to this point in Episode 2. Along this path, Robin has the chance to collect two Hearts. This is a tough section, and Robin needs to take advantage of every opportunity to grab extra Hearts.



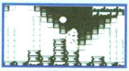


Once you defeat Scarecrow, it's time to bundle up and get ready for the frozen fun Mr. Freeze has to offer. Be sure to duck and avoid the Freeze Beams or you'll be turned into a Popsicle for sure!





3 WORST ALARM SYSTEM

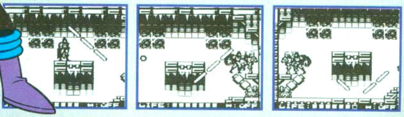


Press Right and Left quickly to break loose from the automatic Freeze Alarm's shots or you'll lose Stamina fast.

BOSS

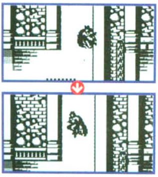
MR. FREEZE™

Stand in the safe spot while you get the timing of the Cannons down. When you move, they'll follow! Once you have the hang of it, jump to avoid the shots and punch Mr. Freeze when he is on either of the side platforms.



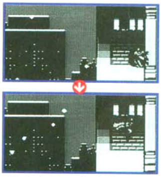
ACTION TECHNIQUES IN THE AIR

CLIMBING THE WALLS



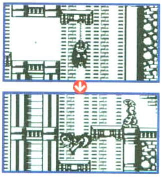
Hold Right and A to grab on. With some practice, you can then continue pressing the Control Pad Left and Right while holding A to shinny up between the walls.

ADVANCED CLIMBING TECHNIQUE



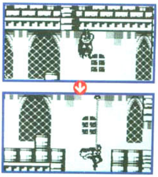
This is similar to the Basic Technique but you can use it when there is only one wall to climb up. Grab on, but just release the Control Pad instead of pressing Left.

BASIC GRAPPLE TECHNIQUE



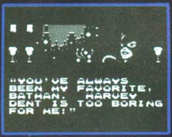
Use the Grappling Hook to pull yourself up on moving lifts and certain floors. Holding Up and A shoots the Hook, A again shortens the wire and pressing Up again will pull you up.

ADVANCED GRAPPLE TECHNIQUE



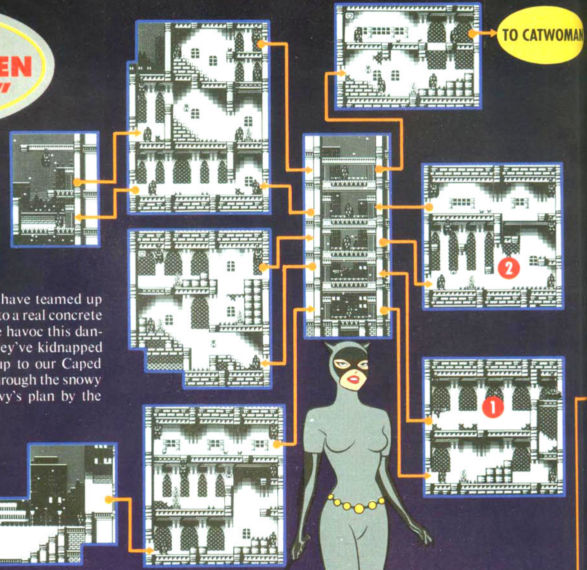
To swing across odd gaps, jump, hook to the ceiling, then press Down to release. As you fall, quickly press Up and A to hook again. Press A to shorten the wire and repeat.

EPISODE 3
"THE GREEN MENACE"



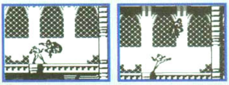
"YOU'VE ALWAYS BEEN MY FAVORITE, BATMAN. HARVEY DENT IS TOO BORING FOR ME!"

Poison Ivy and Catwoman have teamed up and turned Gotham City into a real concrete jungle, but that isn't all the havoc this dangerous duo has created—they've kidnapped Harvey Dent as well! It's up to our Caped Crusader to make his way through the snowy city and yank out Poison Ivy's plan by the roots.



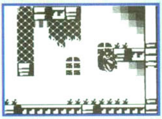
① THE FIRST BATTLE VS. CATWOMAN

How can Batman beat Catwoman? With some fancy footwork. Jump toward her, punch, then quickly jump back before she can kick.



② KICK THE WALL

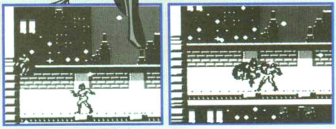
It's easy to get burned in this hot spot! Jump and hold Right from the flames to hang on to the right platform, then quickly hold Left and jump to the left platform.



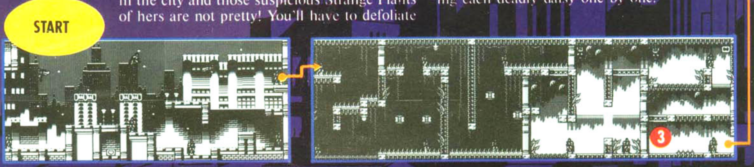
BOSS

CAT WOMAN™

This ferocious feline will give you more than just a scratch! Give her a punch then jump back up on the wall to stay out of her reach.

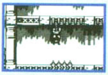


Poison Ivy has created a flurry of ferocious flora in the city and those suspicious Strange Plants of hers are not pretty! You'll have to defoliate her devious deed and discover Dent by defeating each deadly daisy one by one.



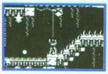
③ DEFEAT WITH THE GRAPPLE

Use your special ceiling scaling skills to get past these nasty spikes in the floor.



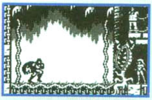
④ THE CEILING'S THE WAY

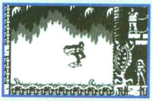
You can defeat those pesky creepy crawlies on the ceiling by using your Grappling Hook as a handy weapon.

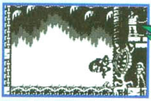


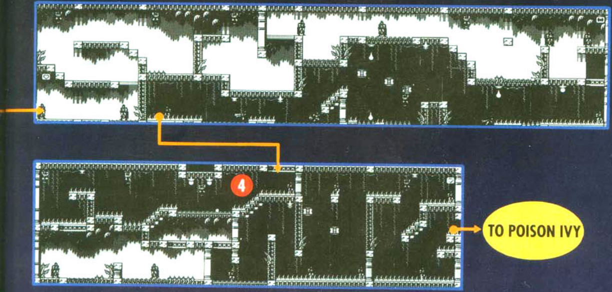
BOSS POISON IVY™

Stay on the left side until the vine comes down. Jump over Poison Ivy's spears and get right in front of the Strange Plant. Pummel it with punches while its mouth is open to make it salad in no time.



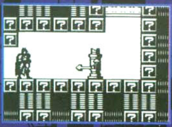




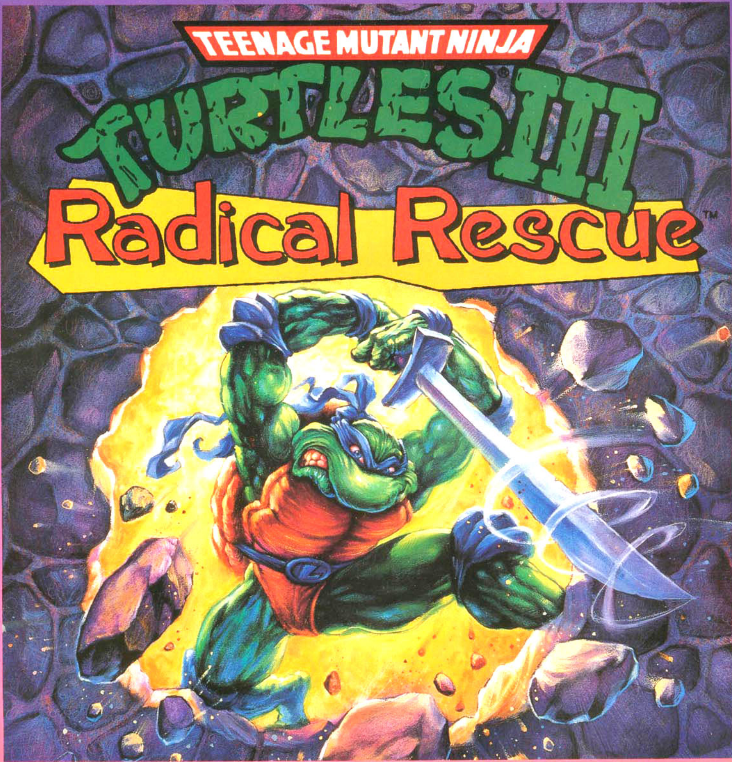


THE BATTLE CONTINUES

The antics don't end here—there are two more electrifying Episodes to go! Will the Dark Knight's lights go out in the final confrontation? It's a fight to the end to see who gets the last laugh . . . Keep smiling!



TEENAGE MUTANT NINJA TURTLES III Radical Rescue™

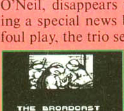


VENGEFUL SHREDDER

Those creative types at Konami have really outdone themselves this time with their latest Game Boy release, Teenage Mutant Ninja Turtles III: Radical Rescue. This awesome action sequel was created especially for the thousands of faithful fans of the famous "heroes on the half shell." The Green Teens are back in action, and you won't want to miss 'em!

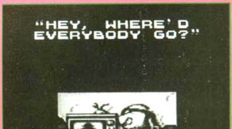
STORY

As the adventure opens, Michelangelo goes out to the pizza place to pick up the usual evening fare. The rest of the sewer crew is watching TV when its reporter friend, April O'Neil, disappears while broadcasting a special news bulletin. Fearing foul play, the trio sets out to investigate but is led unwittingly instead to the most heinous hideout of Cyber Shredder.



THE BROADCAST IS CUT OFF.

"YIKES!! WE GOTTA GO SAVE APRIL."



"HEY, WHERE'D EVERYBODY GO?"

When Mike returns to find his brothers missing, he, too, heads to the house of horrors. This is where the terrifying tale begins, and it will take the toughest Turtle teamwork to make it out alive. Cowabunga!

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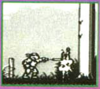
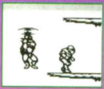
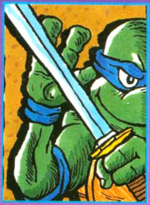
GREAT FOUR

MICHAELANGELO

Michaelangelo can either use his Nunchakus as a weapon or swing them above his head to create a helpful Heli-Hover device. Mike can hang in mid-air!

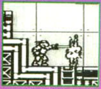


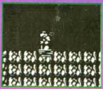




LEONARDO

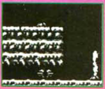
Leonardo's razor sharp Katana sword is so sturdy that he can disintegrate bricks with it! It comes in handy at what appear to be dead ends.





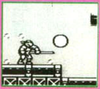
RAPHAEL

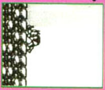
Raphael's Sais are quite quick but have a short range. His real advantage is being able to hide in his shell to squeeze through tight spots.



DONATELLO

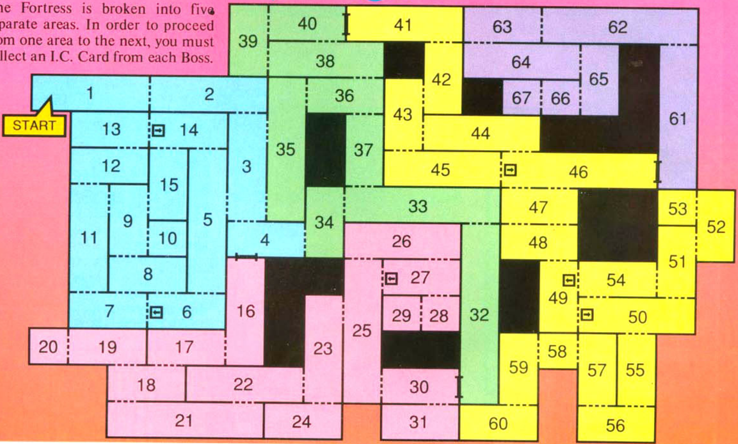
Donatello's Bo is slow but has a long reach. His special ability utilizes that super sewer sticking power and allows him to scale sheer walls.





THE FORTRESS

The Fortress is broken into five separate areas. In order to proceed from one area to the next, you must collect an I.C. Card from each Boss.


START
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🟦 AREA 1 (page 80)
🟨 AREA 4 (page 82)
🟪 AREA 2 (page 81)
🟪 AREA 5 (page 80)
🟩 AREA 3 (page 82)
⊟ ONE WAY DOOR

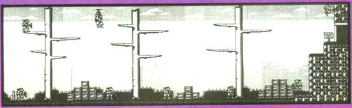
AREA 1

THE BEST ROUTE

1→2→3→5→6→7→8→9→10→9→11→12→13→14→15→9→8→6→5→4

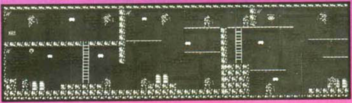
There are three tough tasks to complete in this area. Defeat that scoundrel Scratch, get Card 1, then rescue Leonardo and head through Door 1.

ROOM 1 STARTING POINT



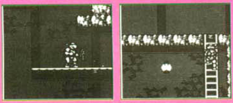
Traveling through the treetops is safer but maneuvering there takes a little more practice than it does on the ground route.

ROOM 2 THE FORTRESS



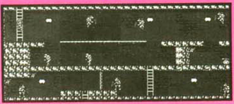
Inside the Fortress, keep your eye out for helpful items like the Whole Pizza in the upper right corner of Room 2.

ROOM 3 DOORS



There are five doors in this room, but two will have to wait until you've rescued Donatello in Area 2.

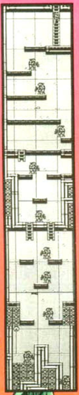
ROOM 4 FIRST DOOR



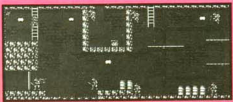
Come back to this spot when you have Card One. The door will open and you will be able to go down the ladder.

ROOM 5 SNACKS

You'll have to use Leonardo to enjoy the Pizza feast below in Room 6. Ask him to break the bricks in the lower left side of the floor and it'll be pepperoni all around!



ROOM 6 ONE-WAY

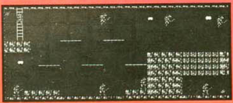


There's no turning back when you cross the threshold of the one-way door in the lower left.

ROOM 7 DON'T STOP

Don't stop and chat with the stone-throwing enemies in this room. They aren't very friendly.

ROOM 8 FIRST CARD

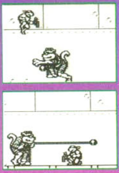


This is where you and the recently rescued Leonardo will come to get Card 1.

ROOM 9 PASSAGE

Scratch is in the very next room! Take the narrow passage in the lower right to make your entrance.

ROOM 10 SCRATCH



If Scratch hops twice, you should jump and strike as he heads straight for you. If he hops only once, you'll have to stay clear of the upcoming Scratch Attack. Duck to avoid the Iron Ball altogether.

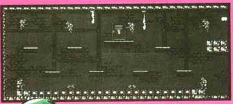
ROOM 11 SPIKES

Once you fall to the floor, there's no way to climb back up. Avoid the spikes as you fall down.

ROOM 12 HOP UP

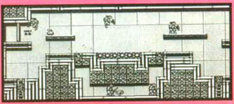
Hop up on a Barrel to avoid the Creepy Crawlies that slither along the floor.

ROOM 13 LEONARDO



Use the Key to rescue Leo. He can break the bricks in the floor and you can move on.

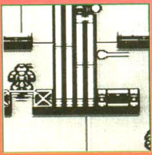
ROOM 14 LIFE-UP

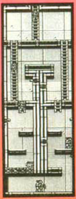


Grab the Heart to refill your hit points, then continue down through the floor.

ROOM 15 PIZZA LIGHT

The Whole Pizza in the lower left is closely guarded by lasers. Going for it could be risky!





AREA 2

THE BEST ROUTE

16→17→18→19→20→19→18
→21→22→23→24→23→25→
26→27→28→29→28→27→25
→30→31→30

Your two other Turtle brothers, Raphael and Donatello, are being held captive, but Mike and Leo are on their way to save the day!

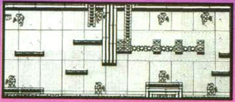
ROOM 16 GO LEFT

Breaking the floor on the left side is the safest way through this room.

ROOM 17 SPIKES

Use Mike's Nunchaku Heli-Hover technique to maneuver over the spiky floor.

ROOM 18 SNACK

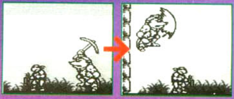


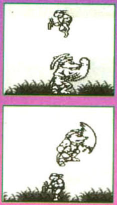
Regain some strength with a Pizza snack in this room. Dirt Bag is so close you can smell him!

ROOM 19 PESTS

The pesky little creatures in this room are a real pain in the shell. Take the upper route to avoid them.

ROOM 20 DIRT BAG



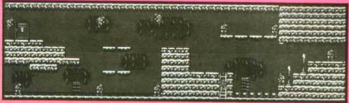


Dirt Bag stomps loudly, carries a big Pick Axe and has just one thing on his mind—Turtle Soup! Watch carefully for some special attacks like the Pick Axe Pounce and the Dash Uppercut. Don't worry, our Turtles can take out this piece of trash in no time!

ROOM 21 TOUGH

Whew—that was a close one! It will be difficult getting to Raphael if you don't have much energy.

ROOM 22 RAPHAEL



Use the Heli-Hover Technique to get over the spikes and make your way to the upper left to be reunited with Raphael.

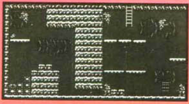
ROOM 23 PASS

Raphael is good to have in a pinch. Use him to get through the narrow path at the bottom of this room.

ROOM 25 PIE TIME

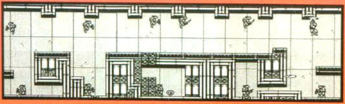
This is a tough room, but don't turn back now! Triceraton is just around the corner.

ROOM 24 SECOND CARD



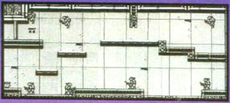
They say that Raphael hides in his shell because he is shy. In this case, he can use this extra measure of protection to retrieve the second Card.

ROOM 26 LIFE-UP



When the going gets tough, the tough get tougher, just like the enemies in this room and beyond.

ROOM 27 ONE-WAY

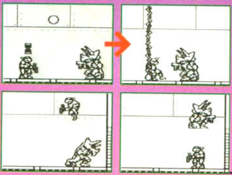


This is the perfect spot for a Pizza picnic, but don't go through the one-way door yet!

ROOM 28 LASERS

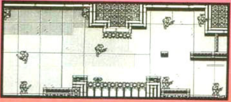
Raphael is better protected than the others from the barrage of laser fire you'll encounter in this room.

ROOM 29 TRICERATON



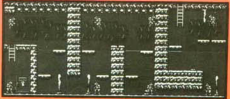
Stay clear of the paralyzing Thundershot, but if Triceraton jumps, run underneath him and attack from the opposite side.

ROOM 30 SECOND DOOR



Use Raphael to defeat the flying enemies before they have a chance to shoot their missiles.

ROOM 31 DONATELLO



You'll want to jump for joy at the sight of Donatello, but don't hit your head on the spiky ceiling.

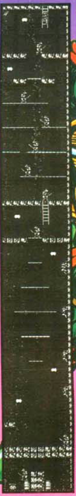
AREA 3

Whoopee! Now that the Turtles are back together again, they can combine their special skills and talents to collect Card 3 and go through Door 3.

THE BEST ROUTE

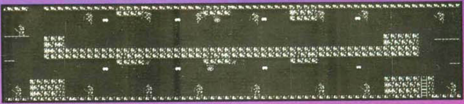
32→33→34→4→3→35→36→37→33→34→4→3→35→36→38→39→40

ROOM 32 DOWN UNDER



Use Donatello to get down to about the middle of the room, then switch to Leonardo, who can break the floor and get the well-deserved Pizza.

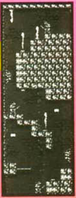
ROOM 33 CAR HOPS



There are two Pizzas in this room, but only one is attainable. Avoid the Foot Clan Cars by jumping over them.

ROOM 34 UP

You could reach this room back in Area 1, but you couldn't continue through it. When you reach it now, though, you can continue going up.



ROOM 35 GO BATTY

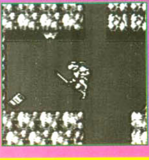
Those Bats will drive you up the wall as you try to scale it safely.

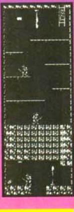
ROOM 36 FALL OUT

Passing through this room is tough, but don't fall or you'll have to start back at Room 37.

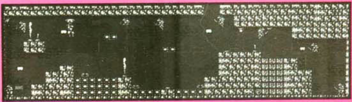
ROOM 37 THIRD CARD

Destroy the third block from the left in the floor of this room and fall through the floor to collect Card 3.



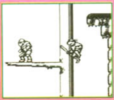


ROOM 38 TAKE HEART



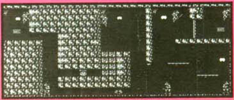
Destroy the floor, change to Raphael and fall through to get the Heart, then change back to Don to get to the surface again.

ROOM 39 FRESH AIR



Life outside the Fortress isn't nearly as hard as it is inside. It's just a short visit, though.

ROOM 40 THIRD DOOR



Raphael can squeeze through to retrieve the Pizza, then Don can break through the floor on the right side.

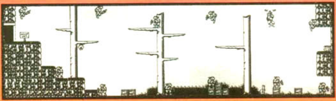
AREA 4

That rabid reptile Scale Tale has hidden the Ninja Turtles' martial arts master, Splinter, somewhere in Area 4. They've had close calls before, and nothing can stop the Teens from rescuing their missing mentor.

THE BEST ROUTE

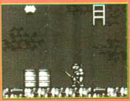
41→42→43→45→46→47→48→49→50→51→52→53→52→51→50→55→56→57→58→59→60→59→58→57→56→55→50→54→49→48→47→46

ROOM 41 PIZZA DELIVERY



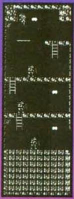
Use Donatello to get the Pizza waiting for you on the right side.

ROOM 42 MINES



Watch your step! The mines in this room could quickly turn your first step into your last.

ROOM 43 HEART

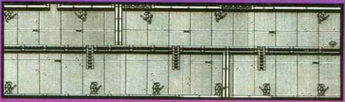


Break the floor on the left side to get a helpful Heart.

ROOM 44 TRAPS

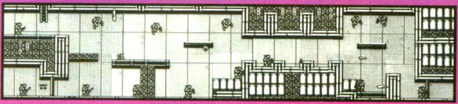
There is a Pizza in this room, but the many traps, lasers and flames make it risky to pursue.

ROOM 45 LIFE-UP



Another Heart in this room should put you at maximum Hit Points.

ROOM 46 FOURTH DOOR



To get through this laser-filled room reasonably unscathed, keep running—and don't look back!

ROOM 47 SIDE PASS

Head down into the next room as quickly as possible. Stay on either the right or left side.

ROOM 48 MOVE ON

Here's another room that you don't want to hang out very long in. To get to Room 49, head toward the lower right.

ROOM 49 ONE-WAY

Take the one-way door in the lower right. Later, you will come back through the upper one-way door.

ROOM 50 STAIRS

Go to the upper right to get to Scale Tail. If you've done so, go down the stairs to rescue Splinter.

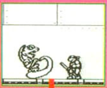
ROOM 51 CHOW DOWN

Use Donatello to get the Pizza but be careful—if you don't watch the flames, you'll be a toasted little Turtle!

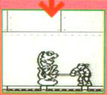
ROOM 52 LASERS

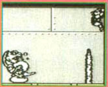
The Lasers will make it tough, but try to conserve your energy. You'll need every ounce for Scale Tail!

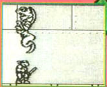
ROOM 53 SCALE TAIL



When he stands very close, the Scaly one will wiggle his tail and swing it at you. Try to provoke him, though, as this is the best time to attack. Run underneath when he jumps and hit him from behind.







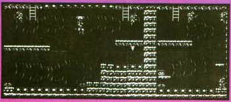
ROOM 54 ONE-WAY

Take the one-way door on the left to return to Room 49 or other earlier rooms.

ROOM 55 LADDERS

There are two ladders in the lower right. One leads to Pizza and the other to Card 4 and Splinter.

ROOM 56 HELI-HOVER

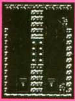


Use Mike's Heli-Hover technique to float from the middle ladder to the left.

ROOM 57 LADDER UP

Rather than using Donatello's climbing technique, jump on the Ladders in the air to go up.

ROOM 58 SPLINTER

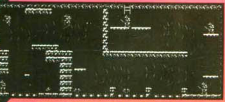


Jump down and go into the right door to rescue Splinter with the Scale Tail's Key. You will then end up on the left side and will be able to continue up and left.

ROOM 59 ICICLES

Manipulating the falling Ice Spikes is easy when you have something firm to stand on.

ROOM 60 FOURTH CARD

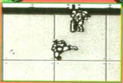


It's another matter when you must hover over Spikes while waiting for the Ice Spikes to fall.

AREA 5

Seven rooms make up the final Area. Collect Pizzas in Room 66 to prepare for the final fight against all four Bosses and the sinister Cyber Shredder itself!

THE BEST ROUTE 61→62→63→64→65→66→67



TETRIS 2™ NEWS FLASH!

Straight from the minds that brought you Tetris, the most famous puzzle video game in the world, it's Tetris 2. Nintendo is now serving up this excellent two-player game for NES and Game Boy! The NES version, which we reviewed last month, features a split-screen view for two-player competition, whereas two-player Game Boy action uses the Game Link. With numerous ways to attack your opponent, be it the computer or your very best friend, Tetris 2 action and challenge will last for hours on end. Tetris 2 is a game that is destined to be a hit for all ages!

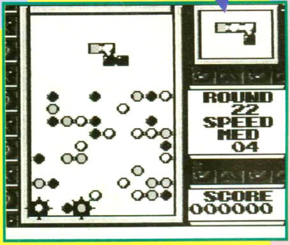
© 1987 Elorg. Tetris 2 is a registered trademark of Elorg. Tetris 2 licensed to Bullet-Proof Software and sub-licensed to Nintendo. © 1989 Bullet-Proof Software. © 1989, 1993 Nintendo. All Rights Reserved. Original Tetris concept, design and program by Alexey Pazhitnov.

Game Boy or NES—What's the difference?

Aside from the obvious difference, NES being full color and Game Boy black and white, there are a few other differences in these great puzzle games. The Game Boy version features a Puzzle mode in which you have to complete each level using the fewest moves possible, similar to Yoshi's Cookie on Super NES. The Puzzle mode isn't a part of the NES game. The split-screen, two-player NES game is a little easier to play than the two-player mode on Game Boy. Planning attacks on your opponent is a lot easier when you can see what you're both doing! Similar moves result in similar attacks in both versions. All in all, switching between the NES and Game Boy versions of Tetris 2 is no big stretch.

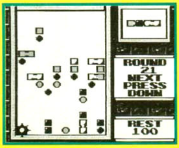
NES Version

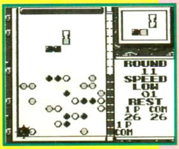
Game Boy Version


ROUND
22
SPEED
MED
04
SCORE
000000

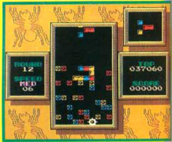
The object in Tetris 2 is to eliminate all of the flashing blocks on the screen. The blocks are black, white, and gray and you must line up three blocks of the same color to get rid of them, just as you did in Dr. Mario!

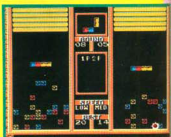
TETRIS 2
1PLAYER
VERSUS
©1989, 1993 Nintendo


ROUND
21
NEXT
PRESS
DOWN
REST
100


ROUND
11
SPEED
LOW
01
REST
1P COM
26 26
1P
COM

TETRIS 2
1PLAYER
1P VS 2P
1P VS COM
©1989, 1993 Nintendo


ROUND
12
SPEED
MED
06
TOP
037060
SCORE
000000

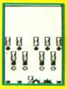

ROUND
08 05
1P 2P
SPEED
LOW MED
BEST
20 14

In the NES version, the big difference is color. Again, the object is the same: Eliminate the flashing blocks to clear the screen. The split screen makes the two-player mode loads of fun!

Puzzle Mode

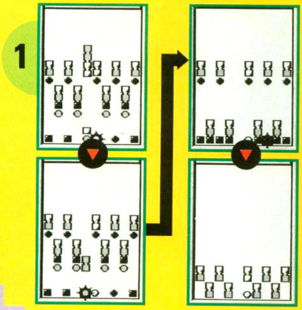
The Tetris 2 Puzzle mode is a Game Boy exclusive. In this mode, the objective is to get rid of the flashing blocks and clear the screen, just as you do in the Action mode. The difference is that the number of moves is limited in the Puzzle mode. Challenge yourself by trying to complete each level using as few moves as possible. If you make the right moves, you can even clear a screen using a single move. If you liked the puzzles in Super NES Yoshi's Cookie, you'll love Tetris 2 for Game Boy.

Level Five—1 Step

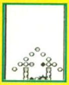


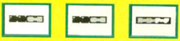
One Move

On Level Five you get your first chance to finish a Level in one move. All you need to do is drop the four-piece block right down the middle!

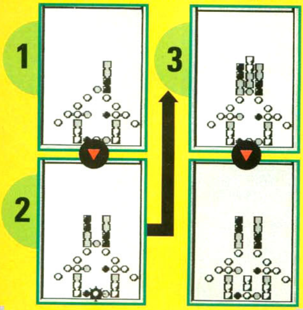


Level 7—3 Steps



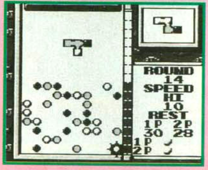

First **Second** **Third**

It takes just three steps to finish Level Seven. The first two go on the sides of the top block. Then just match colors and watch the blocks disappear!



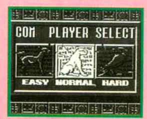
Link Up For 2 Player Action!

Tetris 2 heats up when you plug in the Game Link option for the two-player game. The object is to clear all of the blocks from your screen before your opponent clears his or hers. You can make the job more difficult for your opponent by either creating a Chain Reaction or clearing a flashing block from your screen. When you create a Chain Reaction by clearing multiple lines at once, it makes blocks fall more quickly on your opponent's screen. When you clear a flashing block, it eliminates a space on your opponent's screen, giving him or her less space to maneuver. A combination of the two is a powerful one-two punch. The first player to win three games takes the match.

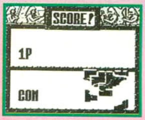


TETRIS
2
1P VS 2P
1P VS COM
©1989,1993 Nintendo

You can choose to play your best friend or challenge the computer. Battling a real person is loads of fun, but the computer is tough!

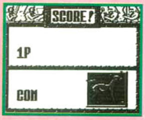


Whether you play the computer or a friend you can pick from three difficulty levels. Use the Easy Level as a practice area for all parts of the game.

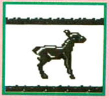


WINNER!

When you defeat the computer in the two-player mode, you'll break its icon. The Level Icon will show up on the screen and shatter like a dropped plate. It will then slide off the screen and the computer is ready to challenge you again!

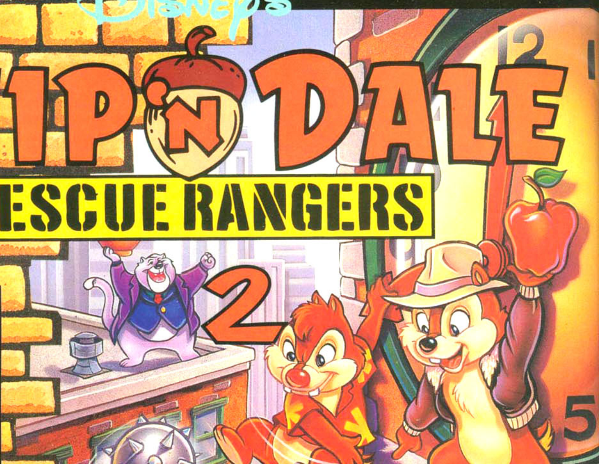


LOSER!



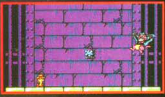
When you lose to the computer the difficulty level icon comes to life. The Falcon will flap its wings and the Dog will bark! Unfortunately, you have to lose to see these cool screens.

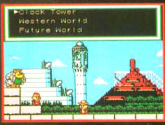
Disney's CHIP 'N DALE RESCUE RANGERS 2



RANGERS' RETURN

The world loved their cartoons. Game players loved their first NES game. Now, the Rescue Rangers are back in another great two-player game by Capcom. The characters and action of the first game return to the NES in a second challenging adventure!





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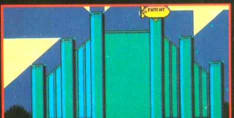
FAT CAT'S REVENGE

Fat Cat has escaped from prison and the city cowers in terror. The ultimate feline bad guy has threatened to wreak havoc on the city until his demands are met. Can Chip and Dale stop him before it is too late? Tune in and find out!

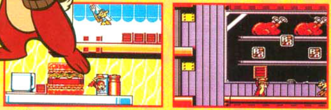


THE GOOD GUYS

The Rescue Rangers are an odd assortment of heroes, each with his or her own skills. When you begin the game, you can select either Chip or Dale. Both characters have the same abilities, so it doesn't matter which one you choose. Although you can't use any of the other Rangers, their skills will come in handy throughout your adventure.

CHIP

Chip is the serious half of this famous duo. He will always keep his wits about him, a skill that comes in handy during high stress situations.



DALE

Dale is the less serious of the pair. He leads his life a tad more carefree, regardless of the dangers around him. He is rarely afraid of his surroundings.

MONTEREY JACK

This brawny rodent will bring help when Chip and Dale need it. Look for him to refill your Power Meter before you confront a boss.

ZIPPER

Zipper's strongest feature sets him high above the other Rangers. His powerful little wings can scoop trapped Rangers out of dangerous situations. He likes to hide in crates.

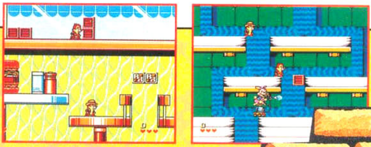
GADGET

Gadget is the mechanical wizard of the group. From fixing airplanes to defusing bombs, she can do it all. Wrench in hand, she can save the day!

get:
e's the bomb!

CHIP 'N DALE

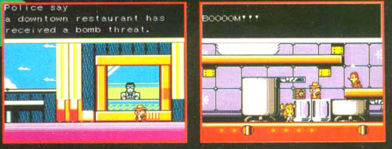
If you and a friend play a two-player game, both Chip and Dale can save the day! Both characters play exactly the same, so it doesn't matter which one you choose. You can both work together to save the city, or you can compete for the most points. It is much easier to beat the bosses when two of you take them on!



Two-player action doubles your fun and makes the game a breeze. The bosses are easier to beat when it's two against one.

STAGE 1

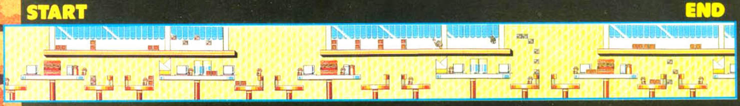
The Police Department has received word of a bomb threat at a local restaurant. If the Rescue Rangers can't find the bomb before it's too late, the restaurant might be destroyed. Gadget and Monterey Jack will check out the situation before you arrive and help you with Power-Ups and information along the way.

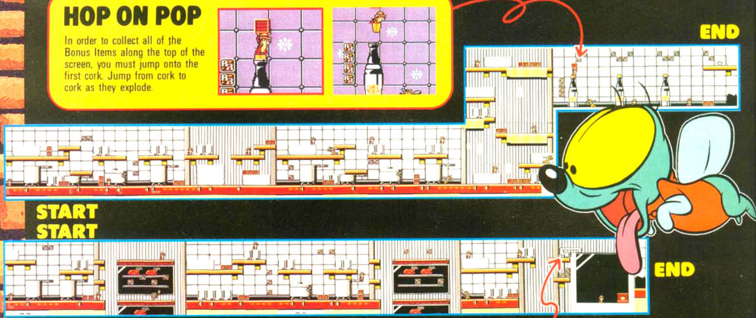


Police say
a downtown restaurant has
received a bomb threat.

BOOOOM!!!

Hurry to the restaurant and find the hidden time bomb before it goes off. If you don't succeed, the restaurant might be destroyed!

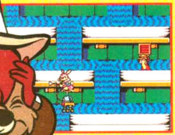




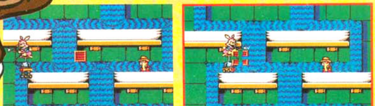
HOP ON POP

In order to collect all of the Bonus Items along the top of the screen, you must jump onto the first cork. Jump from cork to cork as they explode.

WATER RABBIT

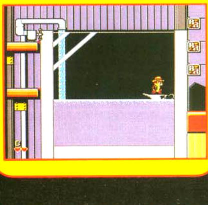


At the rear of the restaurant, the Evil Water Rabbit and his squirter are waiting for you. You must avoid being hit by the water he sprays while you're collecting crates. Hit him with seven crates to beat him.



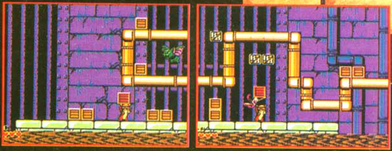
HITCH A RIDE

When you get stuck in the sink, hit the giant crate to release Zipper. When he flies to the top of the screen, he will turn on the faucet and begin filling up the sink. If you ride the gravy boat to the top of the sink, you can continue your search for the bomb.

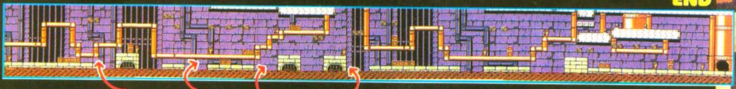


STAGE 2

Fat Cat has stolen the Urn of the Pharaoh and is going to sneak it out of the city on his boat. The Rescue Rangers have to get down to the docks as fast as they can. Work your way through the sewers so you can stop Fat Cat, then return the valuable artifact. Be careful—sewers can be dangerous!

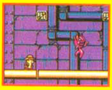


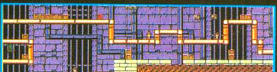
The hungry fish and evil bats are only a couple of the dangers you must avoid in the sewers. Try to grab all crates so you can keep the Rangers powered-up.

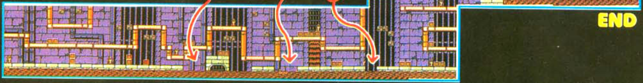


FISHIN' HOLE

Watch out for the hungry fish as you work through the sewers. If you see water below you, there is a good chance that a fish will try to eat you. Hit the fish with crates to get rid of them.

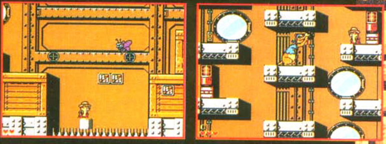


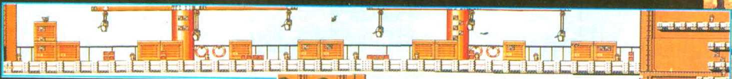


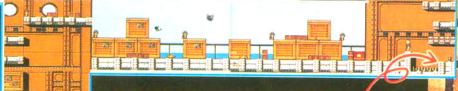


STAGE 3

After making it through the sewers, the Rescue Rangers arrive at the docks. Explore Fat Cat's ship and try to find the Urn of the Pharaoh. Be careful of the deck hands on board. They are large weasels that are paid to take care of the Rescue Rangers.

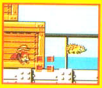


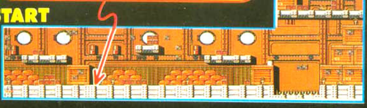




PORCUPINE

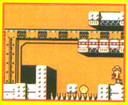
These spined little creatures can be quite a pain. Carry a crate wherever you go so you can throw it at the porcupines as soon as they turn around.





SWITCH ON

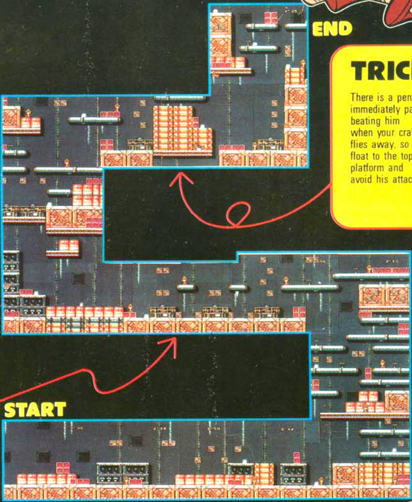
Hit this switch before you leave the screen and you will open a door on the left. Monterey Jack is waiting inside the door to give each of you a cookie. Yum!



STAGE4

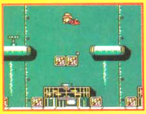
You'll be frozen solid in three minutes! Ha ha ha!

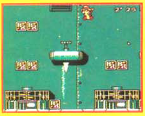
Fat Cat has escaped from the ship with the Urn, but Zipper spots him sneaking into a warehouse. Chip and Dale follow close on his heels. As they enter the building, the door slams shut, and they find themselves trapped in a giant freezer!



TAKE A RIDE

When you get to these giant fans, you can float on the air streams and collect the Bonus Items. Jump high when you get into the air stream to keep from landing on the fan blades. If you miss an Item, jump up and try again.

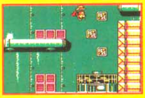




If you are carrying a crate when you jump into the air stream, it will fly away.

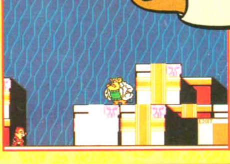
TRICKY AREA

There is a penguin waiting to attack you immediately past this fan. You may have trouble beating him when your crate flies away, so float to the top platform and avoid his attack.



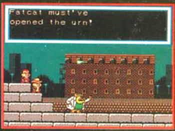
MONTY'S HELP

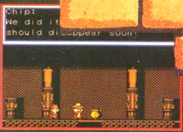
Monterey Jack can be found in every stage of the game, but sometimes he is well hidden. Take the time to explore all of the different areas so you can locate his secret door. If you find him, he will give you a cookie that refills your lifeline. It's worth the search!



STAGE5

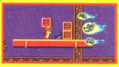
Fat Cat has released the evil spirits from the Urn of the Pharaoh in an attempt to take over the world. Now Fat Cat's warehouse is overrun with all sorts of nasty ghosts. Scary, scary!

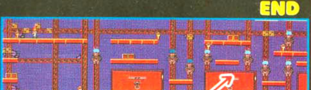

Fatcat must've
opened the urn!

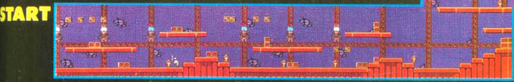

Chip:
We did it
should disappear soon!

GHOST DOG

This ghostly apparition will continue to haunt you throughout this stage. Use a crate to defeat it whenever it returns.

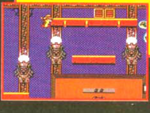






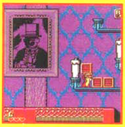
STEP CAREFULLY

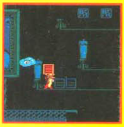
You must be very careful as you work your way through this stage. Many of the platforms are very small, making them easy to miss in the dark.

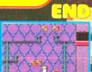


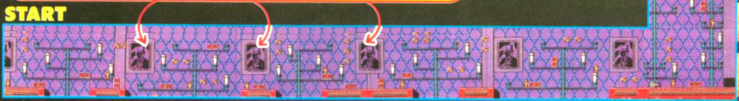
WANDERING EYE

If one of the pictures on the wall is on the screen when the lights go out, a pair of glowing eyes will attack you. These are tough to hit, so try your best to avoid them instead.



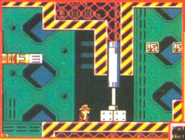


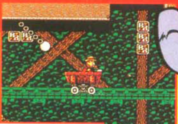


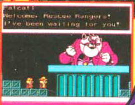


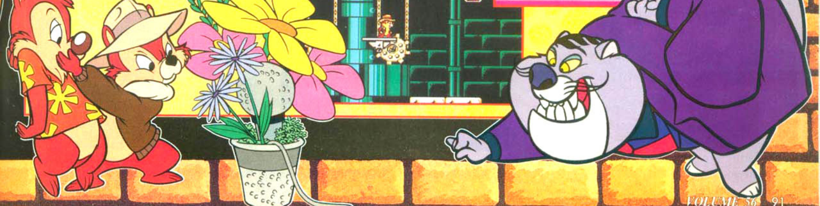
THE PARK

After the Rescue Rangers escape from the Haunted Warehouse, they follow Fat Cat into the Amusement Park. There are three different areas of the park that you can explore in any order. When you do find Fat Cat, be ready for a hefty fight!






Fatcat:
Welcome, Rescue Rangers!
I've been waiting for you!



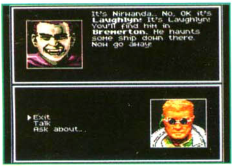
COUNSELORS' CORNER

SHADOWRUN

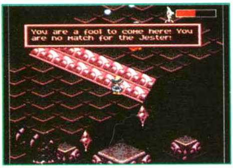
HOW DO I DEFEAT THE JESTER SPIRIT?

Don Burleson

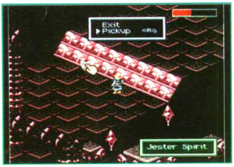
Before you take on the Jester Spirit, talk to the Vampire below the Dark Blade Mansion. When you threaten him twice with the Stake, he'll tell you that the Jester Spirit's true name is Laughlyn. Now go battle the spirit. Keep attacking him until he says, "You are a fool to come here. You are no match for the Jester." At this point, ask him about Laughlyn. By doing so, you will capture him. Ask him about Drake next to get the Volcano Key Word, which allows you to travel there. After defeating the Jester Spirit, you can pick him up and carry him as an item -- just what a Shadowrunner needs.


It's Nirwanda... No, OK it's **Laughlyn!** It's Laughlyn! You'll find him in **Bremerton.** He haunts some ship down there. Now go away!

Threaten the Vampire with the Stake to learn the Jester Spirit's true name.


You are a fool to come here! You are no match for the Jester!

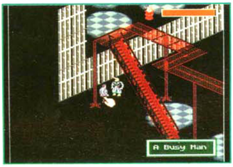
Keep attacking the Jester Spirit until he tells you that you're no match for him.



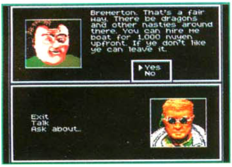
Capture the Jester Spirit by asking about Laughlyn, then ask him about Drake.

HOW DO I GET RID OF THE MERMAIDS?

After you defeat the Vampire in the Dark Blade Mansion, return to the Wastelands Club. Talk to the Club Manager to learn about Ice, then ask the Busy Man in the lower left corner of the club to deliver a load to the Docks. When you return to the Docks after the Ice is delivered, the Mermaids will be gone. You can now talk the Boat Driver into taking you to Bremerton.



After you go to the Docks, return to the Wastelands Club and talk to the Busy Man.


Bremerton. That's a fair way. There be dragons and other nasties around there. You can hire me boat for 1,000 nuyen upfront. If ye don't like ye can leave it.

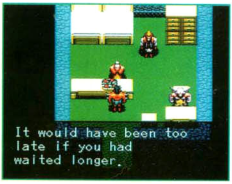
Persuade the Busy Man to deliver Ice to the Docks. It will make the Mermaids leave.

THE 7TH SAGA

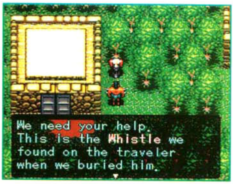
Christie Peltier

HOW DO I GET THE WHISTLE?

The only way to get the Whistle is to return to talk to a man in Rablesk after being defeated by Romus. Go to the house of the couple who live in the southwest corner of town. (You probably talked to them when you were here earlier.) When you talk to the man, he will ask you if you've been to the Castle, then he'll give you the Whistle. Return to the Castle armed with the Whistle. When you use it, you will defeat Romus instantly.


It would have been too late if you had waited longer.

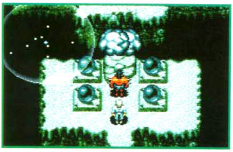
If you are defeated in your first attempt at beating Romus, you'll be sent back to Rablesk.

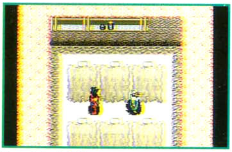

We need your help. This is the Whistle we found on the traveler when we buried him.

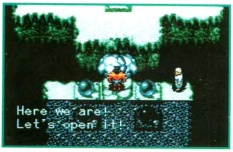
Talk to the man in the southwest corner of town to get the Whistle. Use it on Romus.

HOW DO I MOVE THE BOULDERS IN THE CAVE OF MELENAM?

If you reach the Boulders in the Cave of Melenam without Brantu by your side, you will be unable to move them. Return to the town of Zellis, which is east of the cave. Go to the Inn and talk to Brantu, the historian. His knowledge of history is impressive. If you allow him to join your party, he will travel back to the Cave of Melenam with you. When you arrive there, he'll move the Boulders that impede your progress. Pick up the Wind Rune from the east side of the cave, then continue through the cave to the town of Melenam.


To get past these Boulders, you must have the historian, Brantu, with your party.

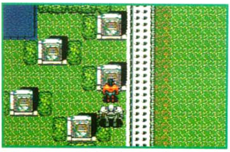

Go to the Inn in Zellis and talk to Brantu. Enlist him in your party and return to the cave.

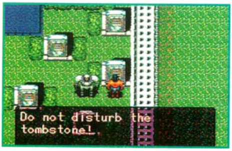

Here we are! Let's open it!

Brantu will use his knowledge of history to find a way to move the great Boulders.

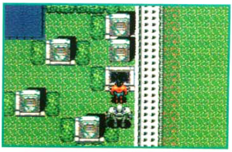
HOW DO I ENTER THE CASTLE OF PATROF?

The entrance to the Castle of Patrof is hidden. Walk over to the east wall of the City of Patrof. Follow the wall north until you reach the Cemetery. Read all of the Tombstones until you find the one that reads, "Do not disturb this Tombstone!" Ignore the warning and shove the Tombstone up to uncover a secret passage that leads into the Castle. Step inside to take the shortcut.


Follow the east wall in the City of Patrof up until you find the town's Cemetery.


Do not disturb the tombstone!.

Read the inscriptions on all of the Tombstones until you fin the one with the warning.

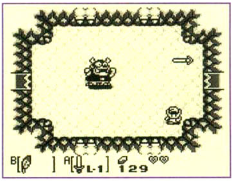

Push up on the Tombstone to uncover a secret entrance that leads into the Castle.

THE LEGEND OF ZELDA: LINK'S AWAKENING

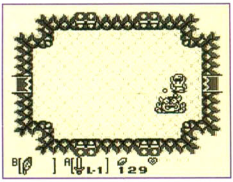
HOW DO I DEFEAT THE BOSS MOBLIN TO RESCUE BOWWOW?

Steve Burley

The Moblin Boss shoots arrows at you then charges the wall. Use the Roc Feather to jump over the arrows and avoid his charge. After he crashes into the wall, it takes him a moment to recover. While he's still dizzy, run up and strike him with the Sword a few times. He'll flash when you're doing some damage. Repeat the steps until you beat him, then continue to the right to find and rescue Madame Meowmeow's precious BowWow.



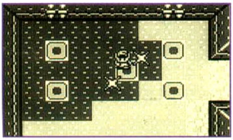
The Moblin leader isn't long on brain power. He shoots arrows then charges right into the wall.

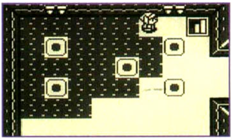


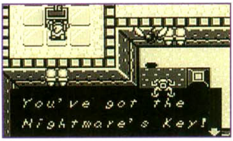
While he's still dazed from his collision with the wall, rush up to attack him with your Sword.

HOW DO I GET THE NIGHTMARE KEY IN LEVEL 4?

Go down two screens from where you found the Flippers, then go left one screen to a room that has tiles on the floor. Step on the different tiles until you find one that flashes. After you step on it, try to find another one that flashes. Your goal is to step on the tiles in an order that makes all five tiles flash. If you fail at any point to make the next tile in the series flash, simply start again with the first tile that flashed. When you make all five of the tiles flash, a stairway will appear. Take the stairs down to find a Treasure Chest that holds the Nightmare Key. Now you can enter the Nightmare's Lair.


Walk down and left to the room with the tiles, then find one that flashes when you step on it.

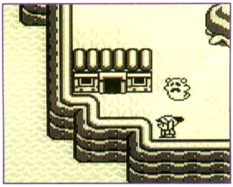

When you're able to make all of the five tiles flash, a secret stairway will appear.

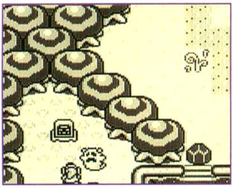

You've got the Nightmare's Key!

Take the stairway to the other side and go down a screen to the Chest with the Nightmare Key.

HOW DO I GET RID OF THE GHOST THAT'S FOLLOWING ME?

If you return to Animal Village after you learn Manbo's Mambo, a ghost will follow you when you exit the town. He's a lonely ghost who asks you to take him home. First, go to the House by the Bay and step inside. Apparently, this is the ghost's former home. After taking a look around, the ghost will ask you to take him to his grave. Head north toward the Cemetery. You won't find his grave with all of the others, though. Look for a lone tombstone that's northwest of the Cemetery. The ghost will thank you for your trouble by giving you a tip.


The lonely ghost starts tagging along after you leave Animal Village. If you visit a Phone Booth, you'll be told to take the ghost where he wants to go, which appears to be to the House by the Bay. Take him there first.

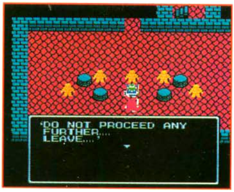

The ghost seems even more sad after you visit his former home. Now take him to his grave, which is northwest of the regular Cemetery. He'll tell you to go back to his home. Check the pots there to uncover a Seashell.

DRAGON WARRIOR IV

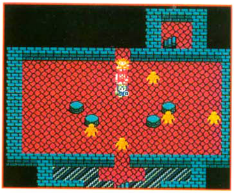
HOW DO I GET BY THE ENEMIES IN THE DEN OF GIGADEMON?

Eric Smith

The Den of Gigademon, which is west of the Last Refuge, is one of four underworld dens that you must explore in order to remove the shields from Necrosaro's Palace. Some of the enemies in the den mirror your movements, and, if you touch them, they boot you right out of the den. Follow these directions to get past them: From the stairs, walk up four steps, left four steps, up four steps, right four steps and then go straight up the stairs.

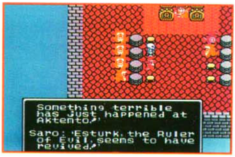

'DO NOT PROCEED ANY FURTHER... LEAVE....'

The enemies that mirror your movements will kick you right out of the den if you touch them.


Walk up four, left four, up four, right four to reach these steps. Go straight up them.

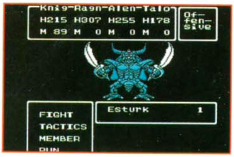
WHERE DO I FIND THE GAS CANISTER?

First, disguise yourself with the Staff of Transform and go to the meeting being held in Dire Palace. After you talk to everyone, Saro will appear and tell the assembly that Esturk, the ruler of evil, has been revived and is in Aktemto Mine. Leave the meeting and return to Aktemto Mine. Go deep within the mine to where you found miners digging earlier. Now you'll find the entrance to Esturk's Palace there. Enter the palace and climb to the third floor to meet Esturk. You must defeat him to get the Gas Canister, but battle with caution -- he is capable of emanating eerie lights that can cause 60 damage points to your party members. After you destroy Esturk, get the canister from the Treasure Chest and take it to the Item Shop in Riverton. There, you can exchange it for the Balloon, an item that will prove to be very useful.

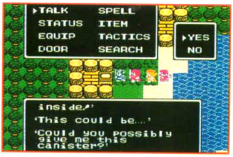

Something terrible has just happened at Aktento.'

Saro: 'Esturk, the Ruler of Evil, seems to have revived.'

When you attend the meeting in Dire Palace, you'll learn that the evil Esturk has been revived.



Take Esturk on in battle. When you emerge victorious, get the Gas Canister from the Chest.



inside.'

'This could be...'

'Could you possibly give me this canister?'

Take the Gas Canister back to the Item Shop in Riverton and exchange it for the Balloon.

GO STRAIGHT TO THE SOURCE: CALL THE NINTENDO PROS

NINTENDO POWER

WRITE TO:

Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:

(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time.

POWER
PLAYER'S
CHALLENGE

Have you ever wanted a little more than recognition for your achievements? Some games are just plain tough, and beating them should be a certifiable accomplishment. Now you can get something more for your labor. Check out the Super Power Club Challenge below. It's all new this month!

CHALLENGE

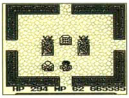
MORTAL KOMBAT

Can you defeat Reptile on the Hard Level?

This character is difficult to find!

FINAL FANTASY ADVENTURE

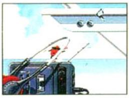
What is the lowest level you defeat Julius at?



Take a photo right after your battle.

COOL SPOT

Can you completely spell UNCO-LA on the Hard Level?



You'll need to reach all of the Bonus Levels.

WICKED 18

What is your lowest score after 18 holes of golf?

This is one tough round of golf.

DR. MARIO

What is your all-time best score?

DrMARIO
LEVEL 20

Get those viruses before they get you!

TECMO SUPER BOWL

How many yards rushing can you tally up by the end of the season?

Try not to pass the ball on your road to victory.

SUPER POWER CLUB CHALLENGE

Take the challenge!

The top 25 players that best meet the monthly challenge will be awarded 4 Super Power Stamps for use towards the purchase of Super Power Supplies. Send all eligible entries to the address at right. The entries should include the following; Name, address and Membership Number of the player and a photograph of the completed challenge (which must include the system in the photo). All entries must be received by January 31, 1994. Winners will be printed in a future issue of Nintendo Power and will be notified by mail. All scores printed are decided by Nintendo Power Staff. All decisions are final.

STAR FOX

What is the lowest score you can finish the game with?

Your photo must include your final score!

POWER PLAYERS

SUPER SCOPE 6

Highest Scores on Mole Patrol.

Terry Trush Woodhaven, MI	999,999
Jason Adami Crowley, TX	872,544
Edward Scala West Middlesex, PA	850,442
Jorge Verdugo Calexico, CA	768,962
Kevin Kaddatz GreenField, WI	710,170
Rae Miller Huntsport, NS	680,552
Patrick Gee Albuquerque, NM	667,046
Tim Chase Sweet Home, OR	629,934
George Samms Kirkland, WA	621,524

PINBOT

Best Scores.

Jordon Bouray Gresham, OR	17,083,860
Mikael Reney Ste-Marguerite, PQ	12,758,570
Jake Schuirmann Dwight, KS	12,356,990
Matt McQuary Leesburg, VA	11,436,200
James Brown Lisbon, OH	10,190,160
Kathy Goessinger Milford, CT	9,854,720

PRINCE OF PERSIA

Most time left at the end of the game.

Scott Bilyeu Moweaqua, IL	51 min
Juan Torres South Gate, CA	48 min
David Wenger Anderson, IN	47 min
James McQuown Tucson, AZ	42 min
Russell Weisgarber Regina, SK	38 min
Pam Powers Pleasant Hill, CA	32 min

ROAD RUNNER'S DEATH VALLEY RALLY

Highest score at the end of the game.

Ryan Wickstrand Meriden, CT	914,220
Joanne Sacksteder Kent, WA	462,750

PAC-MAN

Fewest levels to reach 50,000 points.

Jack Harbor Washington D.C.	6 levels
Jenny Westerlund Brooklyn, NY	7 levels
Kathy Jung Portland, OR	8 levels

SUPER BLACK BASS

Biggest Bass Caught.

David Murawski Lake Zurich, IL	24lbs 14oz
John Dorton Speedway, IN	24lbs 11oz
John Bestor Kansas City, MO	24lbs 4oz
Mike Litman Rantoul, IL	24lbs 1oz

ACTRAISER

Finished the game at the lowest level.

Jackie Chiang Virginia Beach, VA	Level 10
Duke Hoang San Francisco, CA	Level 10
T.J. Roc Grandy, NC	Level 10
Juan Torres South Gate, CA	Level 10

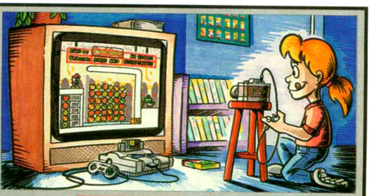
METROID

Finished the game with the best ending.

Tim Rosenburg Vancouver, BC	Best Ending
Stephen Morgan Roseburg, OR	Best Ending
Johnathan Crawford Cecilia, KY	Best Ending
Jannah Lilly Gig Harbor, WA	Best Ending
Richard Keogh Thousand Oaks, CA	Best Ending

I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of an NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy on a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.



Send to →

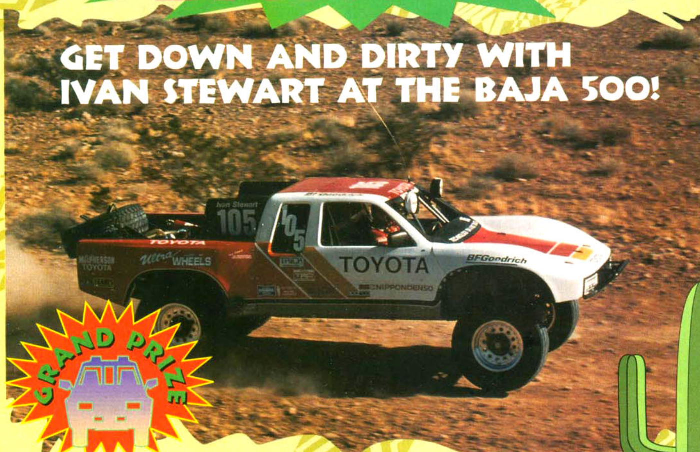
NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA. 98073-9733

PLAYER'S POLL CONTEST

PLAYER'S POLL CONTEST

GO OFF ROAD

WITH REIGNING BAJA 1000 CHAMP IVAN STEWART AT THE BAJA 500


GRAND PRIZE
Ivan Stewart
105
TOYOTA
Ultra WHEELS
BFGoodrich
NIPPONDENSO

GET DOWN AND DIRTY WITH IVAN STEWART AT THE BAJA 500!

- **SEE HOW THE BAJA CHAMP** AND HIS TEAM GEAR UP FOR THE BIG RACE!
- BE PART OF THE TRADEWEST **CHASE CREW ON RACE DAY!**
- WEAR THE OFFICIAL TEAM UNIFORM...AND **TAKE HOME ONE OF STEWART'S RACING HELMETS!**
- **WIN SUPER OFF ROAD: THE BAJA** FOR YOUR SUPER NES FROM TRADEWEST!

PLAYER'S POLL CONTEST

PLAYER'S POLL CONTEST

SECOND PRIZE

5 WINNERS

AN OFFICIAL

AXO DRIVER'S HELMET

AXO HELMETS
Goodrich

AUTOGRAPHED BY IVAN STEWART!

SUPER OFF ROAD
The BAJA
Nintendo
TOYOTA
SUPER NINTENDO

AND

SUPER OFF ROAD: THE BAJA

FROM TRADEWEST

THIRD PRIZE

50 WINNERS

NEW FOR '94!

NINTENDO POWER T-SHIRTS

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 56, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 56
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than February 1, 1994. We are not responsible for lost or misdirected mail. On or about February 15, 1994, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household.

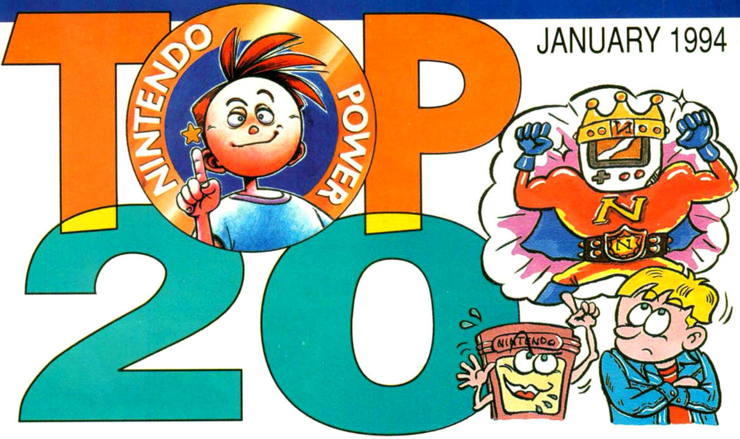
Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after February 28, 1994, send your request to the address above.

GRAND PRIZE: NOA will provide air travel and accommodations for the winner and one guest. If under 18, the winner must be accompanied by a parent or guardian. The winner must also provide a written release to NOA. Estimated value of the trip is $5,000. Exact date of the trip is subject to determination by NOA. Some restrictions apply. Void where prohibited by law. This contest is subject to all federal, state and local laws and regulations.

PLAYER'S POLL CONTEST

PLAYER'S POLL CONTEST

TOP 20



JANUARY 1994

January looks like the month of the fighting games! Mortal Kombat, Street Fighter II Turbo and the original Street Fighter II all appear in the Top 5 this month. Mortal Kombat is pummeling the competition on the Game Boy charts as well as it moves up to number three.

SUPER NES

1 34,080 POINTS
2 MONTHS

MORTAL KOMBAT

Mortal Kombat hits the charts with a vengeance! This action is number one again this month.

2 22,883 POINTS
5 MONTHS

STREET FIGHTER II TURBO

The fans are fighting for a chance to play the bosses. Only the Super NES has them at turbo speed!

3 13,726 POINTS
25 MONTHS

THE LEGEND OF ZELDA: A LINK TO THE PAST

Link is going to have to fight harder if he's going to make it back on top. Fight Link, fight!

4 11,977 POINTS

SUPER MARIO ALL-STARS

Four games in one Game Pak? This one will be popular for a long time to come!

5 7,943 POINTS

STREET FIGHTER II: THE WORLD WARRIOR

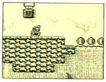
If the fighting and speed of Turbo get too fast for you to handle, check out the original.

6	7,708 POINTS	STAR FOX
7	6,852 POINTS	SUPER MARIO KART
8	4,533 POINTS	FINAL FANTASY II
9	3,943 POINTS	MEGA MAN X
10	3,477 POINTS	MARIO PAINT
11	3,403 POINTS	ZOMBIES ATE MY NEIGHBORS
12	3,080 POINTS	DISNEY'S ALADDIN
13	3,022 POINTS	F-ZERO
14	2,773 POINTS	SUPER EMPIRE STRIKES BACK
15	2,602 POINTS	SIMCITY
16	2,381 POINTS	SUPER MARIO WORLD
17	2,341 POINTS	FLASHBACK
17	2,341 POINTS	MADDEN NFL '94
17	2,341 POINTS	NHL STANLEY CUP
20	2,233 POINTS	P.T.O.

GAME BOY

1 21,436 POINTS
9 MONTHS

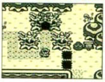
THE LEGEND OF ZELDA: LINK'S AWAKENING



Link may have slipped on the Super NES charts, but he's hotter than ever on the Game Boy!

2 19,201 POINTS
16 MONTHS

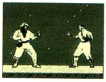
SUPER MARIO LAND 2: 6 GOLDEN COINS



Mario's second Game Boy adventure is still popular, but he'll have to work harder to take the top.

3 17,156 POINTS
2 MONTHS

MORTAL KOMBAT



Mortal Kombat hits the Top 20 with a double whammy! Both versions of this game are hot!

4 11,531 POINTS

KIRBY'S DREAM LAND

King Dedede is no match for this puffball hero. Kirby's action is great.

5 11,115 POINTS

METROID II: RETURN OF SAMUS

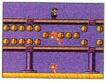
Samus is wiping out Metroids left and right in her second quest. Check it out!

6	11,004 POINTS	SUPER MARIO LAND
7	6,365 POINTS	TETRIS
8	5,327 POINTS	JURASSIC PARK
9	5,170 POINTS	FACEBALL 2000
10	4,718 POINTS	FINAL FANTASY LEGEND III
11	4,218 POINTS	DR. MARIO
12	3,885 POINTS	MEGA MAN IV
13	3,684 POINTS	MEGA MAN II
14	3,351 POINTS	MEGA MAN III
15	2,869 POINTS	THE REN & STIMPY SHOW
16	2,792 POINTS	FINAL FANTASY ADVENTURE
17	2,749 POINTS	GOLF
18	2,428 POINTS	KIRBY'S PINBALL LAND
19	2,378 POINTS	YOSHI'S COOKIE
20	2,280 POINTS	FINAL FANTASY LEGEND II

NES

1 13,792 POINTS
51 MONTHS

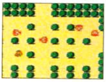
SUPER MARIO BROS. 3



The Mario revival has begun. Super Mario Bros. 3 has jumped back to the top spot this month.

2 11,327 POINTS
64 MONTHS

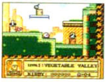
THE LEGEND OF ZELDA



Link's original quest must be good. It's been on the charts for 64 months!

3 9,953 POINTS
6 MONTHS

KIRBY'S ADVENTURE



Kirby's first adventure was good, but his second adventure has even more action.

4 9,011 POINTS

TECMO SUPER BOWL

Who do you think is going to win the Super Bowl? Pick your team and go for it!

5 8,757 POINTS

JURASSIC PARK

The Raptors are loose! The Raptors are loose! Can you stop them before it's too late?

6	6,032 POINTS	METROID
7	5,921 POINTS	MEGA MAN V
8	5,886 POINTS	FINAL FANTASY
9	5,355 POINTS	MONOPOLY
10	4,745 POINTS	BATTLETOADS & DOUBLE DRAGON THE ULTIMATE TEAM
11	4,709 POINTS	TEENAGE MUTANT NINJA TURTLES
12	4,253 POINTS	SUPER MARIO BROS. 2
13	4,231 POINTS	MEGA MAN
14	4,188 POINTS	MEGA MAN IV
15	4,183 POINTS	DR. MARIO
16	3,957 POINTS	MEGA MAN II
17	3,816 POINTS	TETRIS
18	3,391 POINTS	MEGA MAN III
19	3,282 POINTS	BATTLETOADS
20	3,217 POINTS	ZELDA II: THE ADVENTURE OF LINK

NOW PLAYING

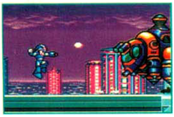
JANUARY
1994

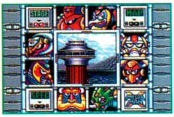
LOOK FOR THESE RELEASES SOON

MEGA MAN X

Company	Capcom
Suggested Retail Price	Not Available
Release Date	January 1994
Memory Size	12 Megabits
Game Type	Action

The Blue Bomber's first adventure on the Super NES lives up to everyone's expectations. With the mechanical menace even meaner than ever, Mega Man must blast his way past eight bosses, but not Dr. Wily. Don't miss the review this month for the big picture.





+ Great control and fun, challenging play.

− The theme remains the same as the Game Boy and NES Mega Man titles.

CLAYMATES

Company	Interplay
Suggested Retail Price	Not Available
Release Date	January 1994
Memory Size	8 Megabits
Game Type	Action

More clay action is on the way from Interplay, the makers of Clay Fighter, and this time the only fighting you'll see is from people trying to get their hands on the game. Read this month's review and become a Power Clayer.

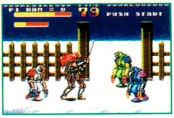
+ Great graphics and lots of variety of play. Energetic fun. Excellent music.

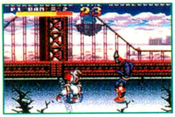
− The puzzle areas may not challenge every player and some of the bonus stages are more annoying than fun.

SENGOKU

Company	Data East
Suggested Retail Price	$54.00
Release Date	January 1994
Memory Size	8 Megabits
Game Type	Action

Mystic evil and magical martial arts combine in a unique fighting game from Data East. As you battle the forces of the Myo-Fin brothers through five levels, you'll pick up numerous Power-Ups that turn you into a super samurai with an almost unbeatable attack. The action switches back and forth between upper and lower stages where you fight mystical samurai and other enemies.





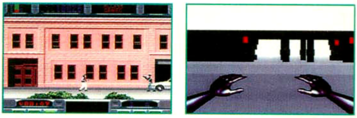
+ Good play control and cool Power-Ups. Fun while it lasts.

− The challenge level may be too easy, resulting in players finishing the game in a short time.

THE LAWNMOWER MAN

Company	Storm
Suggested Retail Price	$59.99
Release Date	January 1994
Memory Size	8 Megabits
Game Type	Action

Welcome to virtual reality, where the mind of man meets the silicon pathways of a vast research computer. This game from Storm (which is being marketed in the U.S. by T*HQ) combines traditional side-scrolling action with a 3-D "Virtual Reality" stage that represents the flying computer views seen in the movie.



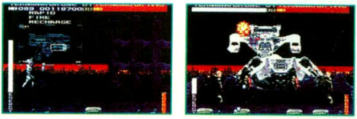
+ The VR stages are visually impressive and fun to play. The game covers many aspects of the movie.

– The VR stages don't last very long and the challenge is limited to steering. The side-scrolling stages have small characters with stiff animation and basic shoot-all-the-bad-guys action.

T2: THE ARCADE GAME

Company	LJN
Suggested Retail Price	$59.95
Release Date	January 1994
Memory Size	Megabits
Game Type	Arcade shooter for one or two players

One of the hottest arcade shooters of recent years is now one of the hottest Super Scope games for the Super NES. Playing the role of a T800 Terminator, you can blast the forces of Skynet in the future and today. There are scrolling stages and still stages, but there are always lots of enemies to shoot with your three weapons. You also have to watch out for your human cohorts who get in the way. In the two-player mode, T2: The Arcade Game becomes a cooperative blast. You don't have to use the Super Scope, either. T2 works fine with regular controllers and even the Super NES Mouse.



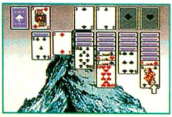
+ Great graphics and continual action for one or two players. Fans of the arcade game should feel right at home with this version.

– Not much variety in play. Using the Mouse or regular Controller puts the second player at a disadvantage.

SUPER SOLITAIRE

Company	Extreme
Suggested Retail Price	$59.95
Release Date	January 1994
Memory Size	4 Megabits
Game Type	Solitaire

When you're all alone, but you have an itch to play a card game, there's nothing better than Solitaire. Now Extreme brings that solo experience to the Super NES. Power takes a look at all the features of this classic game this month.



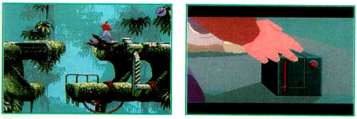
+ Good interface and play control.

– A deck of cards is considerably cheaper.

FLASHBACK

Company	U.S. Gold
Suggested Retail Price	$64.95
Release Date	January 1994
Memory Size	16 Megabits
Game Type	Sci-fi adventure

This sci-fi adventure begins in the jungle of Titan, one of Saturn's moons, and then proceeds to Earth and beyond with the fate of humanity in the balance. Conrad Hart, a man who has lost his memory, hunts for clues while he is pursued by danger. This month's review takes you to the edge of sci-fi adventure.



+ The story, animation and graphics are awesome, almost cinematic.

– Play control takes some getting used to.

BEETHOVEN'S SECOND

Company	Hi-Tech
Suggested Retail Price	Approx. $59.95
Release Date	January 1994
Memory Size	4 Megabits
Game Type	Dog action

Beethoven is a dog and his four puppies are missing. Go fetch! In this canine adventure from Hi-Tech, you'll bark and romp through four levels of side-scrolling action. If you've always wanted a video dog, here's your chance.

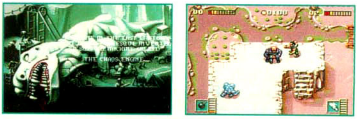
+ Some of the digitized graphics look okay when they're not in motion.

– Very poor animation and play control. Lack of depth and low challenge.

SOLDIERS OF FORTUNE

Company	Spectrum Holobyte
Suggested Retail Price	$69.95
Release Date	January 1994
Memory Size	12 Megabits
Game Type	Overhead action for two-players

Two mercenaries in a strange world translates into danger and excitement in Spectrum Holobyte's first action adventure game. This month's review will show you where to find the goods to keep you going in hostile territory.



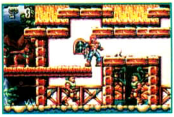
+ Fun, fast play with good challenge and graphics.

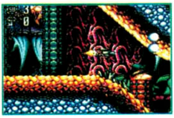
– You have no real control over your computer partner in the one-player game.

JIM POWER: THE LOST DIMENSION IN 3-D

Company	Electro Brain
Suggested Retail Price	Not Available
Release Date	January 1994
Memory Size	8 Megabits
Game Type	3D action

The first true 3-D action game for the Super NES will dazzle your eyes and challenge your skills. Jim Power makes his way through a wide variety of unforgiving side-scrolling stages. He also flies a unijet in Gradius-like stages and a gyrocycle. Jim Power is a special agent sent to destroy an alien called the Vaprak and to prevent billions of hostile aliens from swarming the Earth.





+ Good graphics (even without the 3-D glasses that are included with the Game Pak.) Lots of variety and challenge.

− Much of the challenge comes from enemies that refuse to be defeated rather than from challenging moves or puzzles.

TMNT TOURNAMENT FIGHTER

Company	Konami
Suggested Retail Price	Not Available
Release Date	January 1994
Memory Size	16 Megabits
Game Type	Comic tournament fighting

These are tougher Turtles than many gamers are used to seeing in a video game, and you can fight using many of the Bros.' most hated enemies. Learn the moves that matter in Power's TMNT Tournament Fighters review in this issue.

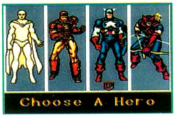
+ Cool graphics and some neat moves including Desperation Moves. Lots of great characters to use during your fight. Several modes for one or two players.

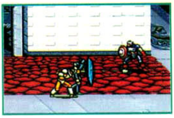
− The speed and control of moves don't match Street Fighter II Turbo.

CAPTAIN AMERICA AND THE AVENGERS

Company	Mindscape
Suggested Retail Price	$69.95
Release Date	January 1994
Memory Size	8 Megabits
Game Type	Comic action

One of Marvel's classic comics takes on a new life with this six-level action game from Mindscape. You must stop Red Skull's nefarious plot to control the minds of all humanity. Helping you out are the super heroes with their super powers: Captain America hurls his shield, Hawkeye uses his bow, Vision burns foes with eye beams and Iron Man has blasters.





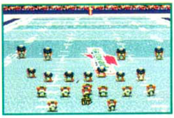
+ A two-player simultaneous mode doubles the fun. Good story. You can use any of the four super heroes.

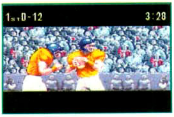
− Poor vertical hit detection, which means that enemies approaching from above or below your hero can't be hit.

ABC MONDAY NIGHT FOOTBALL

Company	Data East
Suggested Retail Price	Not Available
Release Date	December 1993
Memory Size	8 Megabits
Game Type	Football for one or two players

Inspired by one of the most popular televised sporting events in history, ABC Monday Night Football gives you even more control than your remote. Frank Gifford appears before a contest to set the scene and give the game a sense of the ABC show. Other than that, the ABC Monday Night license contribution is very limited. The field view is from behind the QB with large characters and good perspective. Although there is no NFL license, hence no real team names or logos, all of the professional football cities are included.





+ Fairly good graphics.

− Characters are very slow, which gives the game an unrealistic feeling. The Power Play option adds little to the game. Game logic for the computer-controlled player also is poor. For instance, blockers don't seem to have correct assignments for plays. Play doesn't compare well to the top football games like Madden NFL '94 or Super Play Action Football.

BATTLETOADS & DOUBLE DRAGON

Company	Tradewest
Suggested Retail Price	Not Available
Release Date	December 1993
Memory Size	8 Megabits
Game Type	Comic action for two players

The Battletoads are back and they've brought some bad guy-kicking help in the form of the Brothers Lee from Double Dragon. Make your selection of men or toads, then launch into action against Psycho Pigs, Abobo and a wild cast of evil-doers. Power takes a comic look at Battletoads & Double Dragon in this issue.

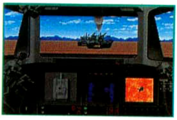
+ Fun theme and graphics.

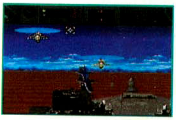
− Play control is awkward at times. If you've already played the excellent NES version, you won't find many changes in this game.

SUPER BATTLETANK 2

Company .... **Absolute**
Suggested Retail Price **$59.95**
Release Date .... **January 1994**
Memory Size .... **16 Megabits**
Game Type .... **Tank combat simulation**

Are you ready to head back to the Gulf? Absolute can put you on the fast track with Super Battletank 2. If you played the original Super Battletank, you'll feel right at home with the sequel. The missions are new and the graphics are improved, but the battle strategies remain the same. After sighting enemy units on a regional map, you'll hunt them down in your armored whale while racing 60 mph over desert terrain.





+ Excellent digitized graphics. Very realistic.

− There's not a lot of variety in the action. This game does a good job of showing that war is not all that much fun.

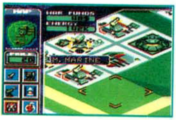
METAL MARINES

Company .... **Namco**
Suggested Retail Price **$74.95**
Release Date .... **January 1994**
Memory Size .... **12 Megabits**
Game Type .... **Combat strategy**

Conquer territory and build futuristic bases and armaments in this unique simulation action game from Namco. One hundred years or so in the future, Earth is dominated by an evil empire. Your Space Colony forces must land and secure a toehold. Building a wide range of military bases to fire and intercept missiles and launch your giant Mech-like Metal Marines, you'll challenge the empire in multiple scenario levels.

+ Great concept and good challenge. Passwords preserve your place in the game.

− The play control can be awkward, especially when it comes to controlling your Metal Marines. Not as much strategy is required as in most simulations.

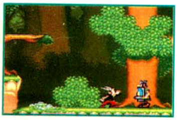


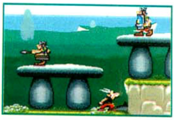
ASTERIX

Company .... **Electro Brain**
Suggested Retail Price .... **Not Available**
Release Date .... **January 1994**
Memory Size .... **4 Megabits**
Game Type .... **Comic action**

Asterix, a barbarian from the ancient land of Gaul, must search for his friend, Obelix, who has been captured by the ruling Romans. One of the most popular cartoon characters in Europe, Asterix is a relative newcomer to America.

In this first gaming appearance, Asterix finds himself in a traditional platform game with some fun twists. When using some of the items, a character suddenly appears to perform a special, useful task, like destroying enemies on the screen.





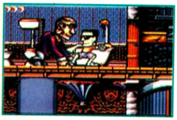
+ Good play control and graphics. A fun new character.

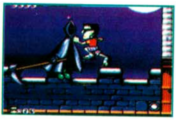
− The game play itself is not terribly challenging or innovative.

THE ADVENTURES OF DR. FRANKEN

Company .... **DTMC**
Suggested Retail Price **$59.99**
Release Date .... **January 1994**
Memory Size .... **8 Megabits**
Game Type .... **Action**

Frankie's girlfriend, Bitsy, has gone all to pieces and now our reanimated hero must hunt down the parts and put her back together again. Horror and humor come together in this 20-level platform game from DTMC. Frankie jumps, kicks, and flips through stages of ghouls all over the world while searching for 16 missing bits of Bitsy.





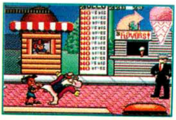
+ Nice, comic graphics and sound. A weird, but funny theme.

− The game play and challenge are average.

BEBE'S KIDS

Company .... **Mandingo**
Suggested Retail Price .... **Not Available**
Release Date .... **January 1994**
Memory Size .... **8 Megabits**
Game Type .... **Action**

A day at the amusement park turns less than amusing in this video game adaptation of the movie, Bebe's Kids. Newcomer licensee, Mandingo, invites you to play the part of Lashawn or Kahlil as they fight the forces of evil that have taken over Fun World. Each of the kids can punch and kick their enemies, or they can use a patented super move when they're at full strength.



+ Nice graphics and sound.

− Extremely slow action. Enemies take huge amounts of damage so battles seem endless. Poor play control.

LAST ACTION HERO

Company	Sony Imagesoft
Suggested Retail Price	Not Available
Release Date	December 1993
Memory Size	2 Megabits
Game Type	Action

Another movie marquee from last summer has been adapted for the NES from Sony Imagesoft. This time it's Arnold's turn to be reduced to a series of sprites on a screen. You can punch, jump and pick up an assortment of weapons in this seven level side-scroller.

+ Schwartzenegger fans may enjoy reliving the story.

− Poor graphics and play control. Uninventive action.

ASTERIX

Company	Electro Brain
Suggested Retail Price	Not Available
Release Date	January 1994
Memory Size	1 Megabit
Game Type	Comic action

Barbarians are at the gates in this action game based on a popular European comic character. Our hero, Asterix, must brave the dangers of Roman occupied lands to rescue Obelix. The cartoon Asterix, like the other Gaulish villagers, drinks a potion to make him invincible. This and other Power-Ups can be found in the game.

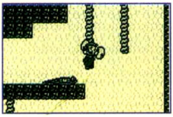
+ Good play control. The graphics capture some of the comic spirit of Asterix.

− The game isn't particularly inventive, but it is reasonably fun to play.

POPEYE 2

Company	Activision
Suggested Retail Price	$24.95
Release Date	December 1993
Memory Size	1 Megabit
Game Type	Action

Popeye and Olive Oyle sail away to search for treasure when Brutus shows up and tosses Popeye overboard. On his own, Popeye must follow them as best he can. Popeye runs, jumps and punches everything in sight to earn Power-Ups in this traditional platform game.



+ Fun characters. Good cinema screen graphics and sound.

− Standard platform action with poor hit detection.

BATMAN: THE ANIMATED SERIES

Company	Konami
Suggested Retail Price	Not Available
Release Date	January 1994
Memory Size	1 Megabit
Game Type	Comic action

The Caped Crusader takes on some of Gotham's most fiendish folk in this month's review.

+ Excellent game play, graphics and play control.

− Many of the enemies present little or no challenge.

BATTLETOADS & DOUBLE DRAGON

Company	Tradewest
Suggested Retail Price	Not Available
Release Date	January 1994
Memory Size	2 Megabits
Game Type	Action

The Toads and Dragons do it one more time, this time on Game Boy.

+ Lots of variety of play and characters.

− Virtually the same as the Super NES and NES versions.

TMNT 3: RADICAL RESCUE

Company	Konami
Suggested Retail Price	Not Available
Release Date	January 1994
Memory Size	1 Megabit
Game Type	Comic action

Shredder has escaped from prison after the Turtles' last triumph, and the first thing he does is kidnap April. Thus begins the third action-packed Turtles adventure for Game Boy. Read all about it in this issue of Power.

+ Great graphics and play control in a fun game. Some very cool moves and a password game save.

− Not too much different from previous TMNT Game Boy titles, but still fun.

TETRIS 2

Company	Nintendo
Suggested Retail Price	$29.95
Release Date	December 1993
Memory Size	1 Megabit
Game Type	Action puzzle for one or two players

More puzzling action from Nintendo. This time, try to match up multi-shaded blocks to reduce your pile. Check out the strategies in this month's review, especially the two-player strategies.

+ Challenging, fun puzzle action. The Game Link option is particularly good.

− Bland graphics. Not much different from Tetris and Dr. Mario.

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
ABC MONDAY NIGHT FOOTBALL	DATA EAST	2P-S/BATT	3.3	2.8	2.9	3.1	FOOTBALL
THE ADVENTURES OF DR. FRANKEN	DTMC	2P-A	3.7	3.2	3.1	3.2	ACTION
ASTERIX	ELECTRO BRAIN	2P-A	3.5	3.5	3.0	3.0	ACTION
BATTLETOADS & DOUBLE DRAGON	TRADEWEST	2P-S	3.6	3.2	3.3	3.4	ACTION
BEBE'S KIDS	MANDINGO	1P	2.9	2.2	2.4	2.4	ACTION
BEETHOVEN'S SECOND	HI-TECH	1P	2.8	2.3	2.5	2.3	ACTION
CAPTAIN AMERICA AND THE AVENGERS	MINDSCAPE	2P-S	2.9	2.6	3.0	3.1	COMIC ACTION
CLAYMATES	INTERPLAY	1P	3.6	3.5	3.5	3.5	ACTION
FLASHBACK	U.S. GOLD	1P/PASS	4.0	2.7	3.8	4.4	ADVENTURE
JIM POWER: THE LOST DIMENSION IN 3-D	ELECTRO BRAIN	1P	3.3	3.0	3.1	3.1	3-D ACTION
THE LAWNMOWER MAN	STORM/T*HQ	2P-A	3.1	2.4	2.8	2.9	ACTION
LAST ACTION HERO	SONY IMAGESOFT	1P	2.8	2.6	2.6	2.6	ACTION
MEGA MAN X	CAPCOM	1P/PASS	3.8	4.0	4.0	3.8	ACTION
METAL MARINES	NAMCO	1P/PASS	3.3	2.4	4.0	4.0	ACTION
SENGOKU	DATA EAST	2P-A	2.8	3.4	2.9	2.9	ACTION
SOLDIERS OF FORTUNE	SPECTRUM HOLOBYTE	2P-S/PASS	3.5	3.5	3.8	3.8	ACTION
SUPER BATTLETANK 2	ABSOLUTE	1P	3.3	3.0	3.0	2.8	SIMULATION
SUPER SOLITAIRE	EXTREME	1P/PASS	3.0	3.1	3.5	3.5	CARDS
T2: THE ARCADE GAME	ACCLAIM	2P-S	3.4	3.4	3.0	3.0	SHOOTER
TMNT TOURNAMENT FIGHTERS	KONAMI	2P-S	3.6	3.3	3.5	3.8	FIGHTING

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
ASTERIX	ELECTRO BRAIN	1P	3.0	3.2	2.7	2.8	ACTION
CLIFFHANGER	SONY IMAGESOFT	1P	3.5	3.0	3.0	2.5	ACTION
LAST ACTION HERO	SONY IMAGESOFT	1P	2.4	2.1	2.5	2.6	ACTION

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
ASTERIX	ELECTRO BRAIN	1P	3.0	3.0	2.5	3.0	ACTION
BATMAN: THE ANIMATED SERIES	KONAMI	1P	3.5	3.5	3.5	4.0	COMIC ACTION
BATTLETOADS & DOUBLE DRAGON	TRADEWEST	1P	3.0	3.5	2.5	4.0	ACTION
POPEYE 2	ACTIVISION	2P-A	3.2	2.8	3.0	2.8	ACTION
TETRIS 2	NINTENDO	2P-S	3.0	3.3	3.0	2.5	PUZZLE
TMNT 3: RADICAL RESCUE	KONAMI	1P/PASS	3.5	3.0	3.5	4.0	COMIC ACTION

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

NINTENDO POWER

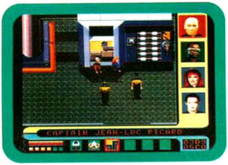
PAK WATCH

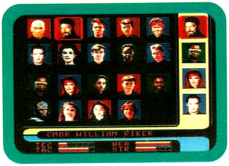
A LOOK INTO THE GAMES OF THE FUTURE

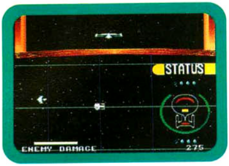
STAR TREK: THE NEXT GENERATION

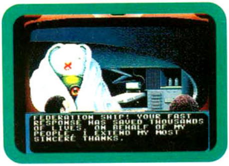
SPECTRUM HOLOBYTE

When the U.S.S. Enterprise pulled out of space dock and warped to the desk of your faithful Pak Watcher recently, a sigh could be heard across the galaxy. All systems were ready to engage and our continuing mission was about to begin. It began with a blast of phasers, to be precise, directed at a raiding party of pesky Romulans. After knocking them cold, your Pak Watch Away Team proceeded to save the day many times over by rescuing a science station, delivering essential medical supplies to an alien planet, investigating a derelict ship and blasting Romulan vessels out of orbit, and that was just in the first few minutes of play. The adventure aspects of the Away Mission contained lots of problem solving and limited action while the action on the bridge of the Enterprise revolved mainly around navigation, information gathering and conducting space battles. The space battles occurred frequently, but this Pak Trekker preferred the more strategic game play of the Away Team Missions. There are hundreds of planets to explore and a great variety of missions. In the end, you'll discover that the events lead to a stunning conclusion. The word from Spectrum is that Star Trek: The Next Generation should be available this April.

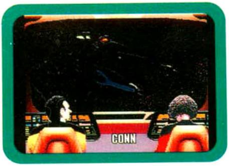


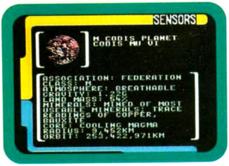






FEDERATION SHIP! YOUR FAST RESPONSE HAS SAVED THOUSANDS OF LIVES. ON BEHALF OF MY PEOPLE, I EXTEND MY MOST SINCERE THANKS.





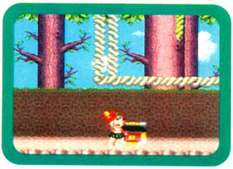
M CODIS PLANET
CODIS MU VI

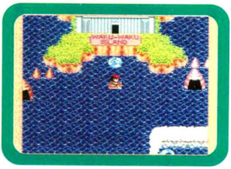
ASSOCIATION: FEDERATION
CLASS: M
ATMOSPHERE: BREATHABLE
GRAVITY: 1.22G
LAND MASS: 54%
MINERALS: MINED OF MOST USEABLE MINERALS; TRACE READINGS OF COPPER, BAUXITE
CORE: COOLING MAGMA
RADIUS: 9,452KM
ORBIT: 253,422,971KM

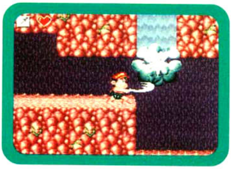
SUPER ADVENTURE ISLAND II

HUDSON SOFT

Master Higgins returned to the Pak Watch desk recently in an exceptional and surprising adventure game from Hudson Soft. Super Adventure Island II takes a step up from the standard platform format of earlier Adventure Island games to enter the realm of true adventures. Higgins must visit a number of islands on his quest to rescue his bride, Tina. The biggest problem is that he has lost all memory of her. Luckily, the game has a battery to back up its memory, because the number of islands and the size of the islands will keep players island-hopping for a long time. Higgins can be equipped with weapons, armor, magic and shields found or won along the way. Many stages contain puzzles and hidden passages, but every stage holds angry enemies out to stop Higgins. The standard island theme is reflected in the music and settings, but this really is an island adventure, not just a hop and bop like the earlier games in the series.



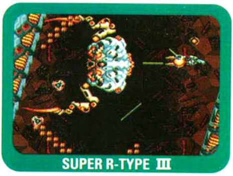


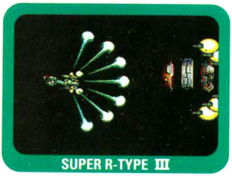


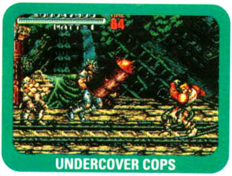
SUPER R-TYPE III

IREM

Irem is about to unleash a one-two punch with two upcoming Super NES titles, Super R-Type III and Undercover Cops. R-Type fans have waited a long time for a sequel, but the wait is worth it and the Bydo Empire is badder than ever. This Pak Pilot was dazzled by the backgrounds of this space shooter and challenged by the cunning traps that wait to destroy your ship. The second title coming out early this year is Undercover Cops, a scrolling fight game similar to Final Fight, but featuring some cool graphics, characters and good play control. You'll fight with any of three tough undercover agents to clean up criminal scumbags.


SUPER R-TYPE III


SUPER R-TYPE III

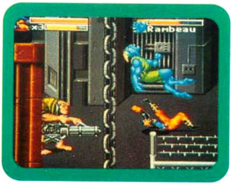


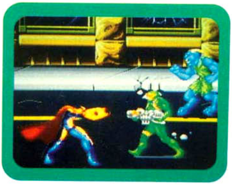
UNDERCOVER COPS

REIGN OF SUPERMAN

SUNSOFT

We thought all you Pak Watchers might want a second look at Reign of Superman, a Super NES action game coming this year from Sunsoft. You can see the man of steel in action with his super powers and strength with a story adapted from the Reign of Superman series of comics. Sunsoft plans ten levels of action with comic story panels between each level. Although the game looks like a fighter, there will be adventure elements, too.

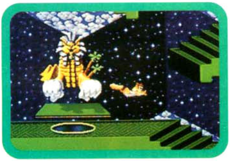


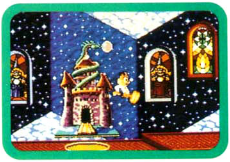


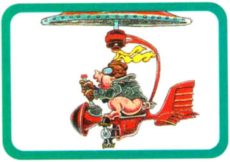
BUBSY II

ACCOLADE

According to executive producer John Skeel at Accolade, planning on Bubsy II began immediately following the completion of the original Bubsy last spring. In that time, the in-house team has put together the basic game design and much of the artwork. The screen shots and art shown here have the limited color palette used in the Genesis version of the game, which is developed first since it is less advanced. During a press conference at Accolade's San Jose offices, Skeel explained that the Genesis version didn't have the "beefed up graphics and sound of the Super NES." The animation in Bubsy II is even more impressive than the very impressive original Bubsy, and the outrageous bobcat will have a number of new moves, bonus stages, more vocal quips and a non-linear game design that lets you explore more than a dozen different levels in the order you wish.



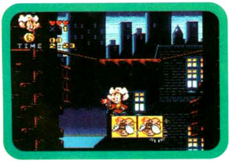


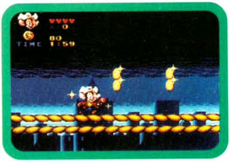


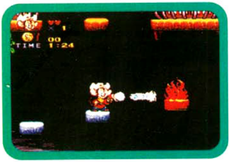
FIEVEL GOES WEST

HUDSON SOFT

The magic of Steven Spielberg's lovable mouse, Fievel Mousekewitz, is coming to the Super NES this spring in a platform action game from Hudson Soft. The arrival of Fievel's adventure in an early, developmental version of the game took your Pak Posse by surprise. We expected a look at Beauty & The Beast first. But that was forgotten, at least until we received an early version of that game a week later. Impressive graphics and good play control gave the game a truly solid feel. Fievel is well animated as are the enemy characters. The backgrounds are so detailed that you sometimes think that they are part of the action. In the action, Fievel leaves his big city home to head out to the Wild West armed with a squirt gun that can be powered-up.



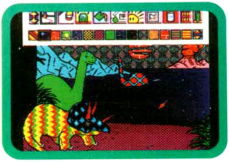


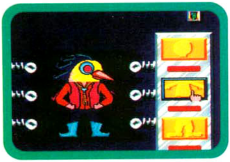


FUN 'N' GAMES

TRADEWEST

Tradewest is getting into the edutainment scene with Fun 'N' Games for the Super NES. This Pak contains a video paint program similar to Mario Paint, a music editor, three simple arcade games, and two mix and match games that let players create weird characters. The paint program uses stamps and includes dozens of wild patterns. There's also a coloring book option. Fun 'N' Games can be played with regular controllers or the Super NES Mouse, but you have far better control with the Mouse for the detail areas. This Pak Picasso enjoyed the paint program but found the games to be very simple.

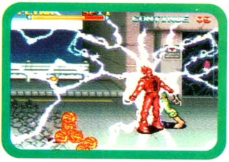




THE PEACE KEEPERS

JALECO

The Peace Keepers, which could also be called Rival Turf III, proves that an old dog can learn new tricks. This 16 megabit, scrolling, stage fighting game goes where no other fighter has gone before by utilizing the Hudson Multi-tap for multi-player action. The Peace Keepers will be a good addition to the growing library of multi-player games.

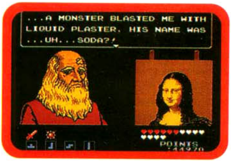


Now It Begins

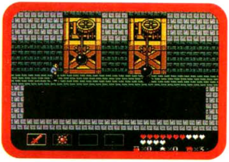
ZODA'S REVENGE

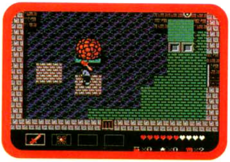
NINTENDO

Mike Jones, the island-hopping hero of StarTropics, returns to the NES this winter in an all new action/adventure. The plot of this game is very complex, but basically it involves Mike having to travel through time to collect seven invaluable items. During his journeys, Mike will meet historical and fictional characters like Cleopatra and Sherlock Holmes. The action in the game will be familiar to fans of StarTropics and The Legend of Zelda. Mike moves freely within areas with an overhead view and uses weapons to defeat a wide assortment of enemies. Many areas contain puzzles that Mike must solve before he can move on. The game is more linear than Zelda titles, however, in that you don't have one big overworld map. In the opinion of this Pak Watcher, this is the biggest NES game to appear in more than a year. Nintendo will follow up Zoda's Revenge with an NES action puzzle game along the lines of Tetris staring Toad, the Mushroom Retainer, and Wario.



...A MONSTER BLASTED ME WITH LIQUID PLASTER. HIS NAME WAS ...UH...SODA?

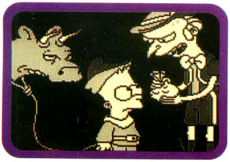


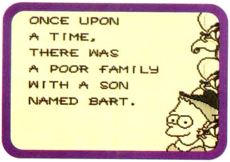


THE SIMPSONS: BART & THE BEANSTALK

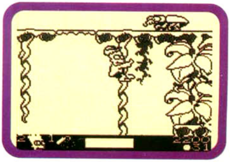
ACCLAIM

When Homer runs out of dough, he sends Bart into town to sell the family cow. Big mistake. Bart deals the cow for some magic beans and a slingshot, then Homer has a cow himself, throws the beans out the window and guess what...a giant beanstalk grows out of sight overnight! The next day, Bart climbs up the beanstalk and the action begins. Mother Goose may object to the story, but this updated fairy tale makes for a fun Game Boy title with one of the best licensed characters in history. Bart must move both horizontally and vertically up the beanstalk, through the cloud world, to the giant's castle and then back home in six stages.





ONCE UPON A TIME, THERE WAS A POOR FAMILY WITH A SON NAMED BART.



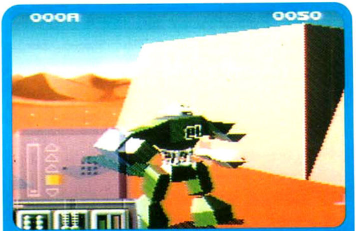
PAK WATCH UPDATE

So what's in store for '94? Your Pak Watch staff has spent the last few months digging for treasures that should be on the way in the next year. The new titles range from adaptations of some of the hottest arcade games to long awaited sequels and games that everyone hoped to see last year.

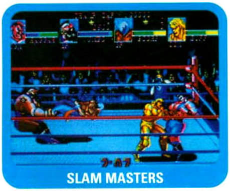
Last year, Pak Watch highlighted many of the hottest games like *Star Fox*, *Mortal Kombat*, *Link's Awakening*, *Super Empire Strikes Back*, *Nigel Mansell's World Championship*, *Street Fighter II Turbo*, *Jurassic Park*, *Mega Man X*, *Clay Fighter*, and *Aladdin*. Readers were also introduced to diamonds in the rough that turned out to be exceptional games like *The Lost Vikings*, *Super Bomberman*, *E.V.O.*, *Yoshi's Cookie*, *Cool Spot*, *Ultima: Runes of Virtue II* for Game Boy, *Top Gear II*, and *Flashback*. And other games, for reasons beyond the control of Pak Watch, just didn't materialize.

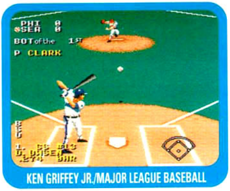
From the arcade front this year, the big news is a couple of sports titles, *NBA Jam* from **Acclaim** and *Saturday Night Slam Masters* from **Capcom**. NBA Jam will appear first, sometime this winter, and Slam Masters should show up later this spring. **Nintendo's** *Ken Griffey Jr. Presents Major League Baseball*, which has an arcade look, will appear by the opening day of the new baseball season. The arcades are also full of action titles, including the gun-slinging *Lethal Enforcers* from **Konami**. The Super NES Game Pak comes complete with a couple of six-shooter light zappers so you can practice your quick draws.

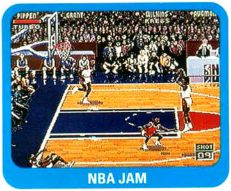
Some of the best action won't be found in the arcades at all, but right at home on your Super NES. *Stunt Race FX*, the renamed FX Trax from **Nintendo**, makes use of the Super FX chip to provide fast 3-D action comparable to Star Fox. It's scheduled for release early this spring.

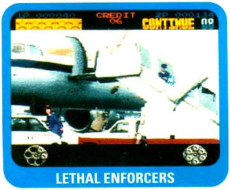

CITADEL

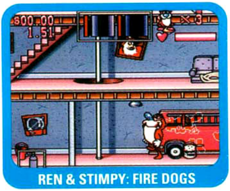
Another Super FX game is on the way from **Electro Brain**. *Citadel* is still deep in development, but already the game looks promising. **Argonaut**, the developer that teamed up with Nintendo to make Star Fox, is working on this sci-fi battler that places players in the role of a giant Battle System robot that can take on the form of a Walker, a Land Burner (a high speed vehicle), the Sonic Jet and the Hard Shell that can even withstand nuclear explosions. Electro Brain provided Pak Watch with exclusive shots of the game in development. The game uses Mode 7 effects in a 3-D environment that places the Battle System at the bottom of the screen. If you move

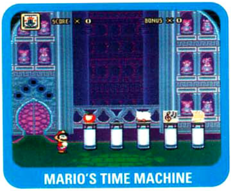

SLAM MASTERS


KEN GRIFFEY JR./MAJOR LEAGUE BASEBALL


NBA JAM


LETHAL ENFORCERS


REN & STIMPY: FIRE DOGS


MARIO'S TIME MACHINE

quickly, the System appears further in front of you. Action should take place on five planets and in the mysterious Dimensional Gateway.

Gametek revealed to Pak Watch that Super NES players haven't seen the last of motorcycle/jet ski racing games. Having learned what not to do with *Kawasaki Caribbean Challenge*, Gametek will base their new racer on the excellent engine of Nigel Mansell's World Championship game. Gametek is also coming out with yet another *Wheel of Fortune Game* for the Super NES. This "Deluxe" edition incorporates all the features of the favorite TV game show with a new set of verbal puzzles.

Mario's Time Machine is another edutainment title in **Mindscape's** growing family of products featuring Mario. Less educational, but more fun, is Mindscape's *Alfred Chicken*. The unlikely feathered hero should appear in three games in the next month or so. The Super NES version includes lots of action and a dive bomb attack similar to that of *Aero the Acro-bat*.

The Ren & Stimpy Show: Fire Dogs is the latest cartoon craziness from **T*HQ**. *Home Alone 2: Kevin's Dream* for Game Boy is also on the way soon. But the biggest news from T*HQ is a couple of titles for the end of the year, *seaQuest*, based on the hit NBC series, and *The Mask*. **Sculptured Software**, one of the best development companies around, has taken the seaQuest project and another Ren & Stimpy title: *Time Dogs*. Our Pak Watch sources at T*HQ say that the company has a new focus on quality, which is good news for gamers.

In other news, **Capcom** has released a video tape that demonstrates combinations and strategies for Street Fighter II Turbo. Some of the top Street Fighter II players show off combos in slow motion so you can catch all the moves.

Fans of the Ranma 1/2 comics can now play **DTMC's** *Ranma 1/2* martial arts fighter for the Super NES or watch their favorite characters on a new cartoon series of video tapes that have been dubbed in English. The Ranma fan club has been growing in the U.S. into a sort of cult status. It's a mix of humor and martial arts, and a panda. Weird, yes, but also fun.

More players will be able to have more fun starting this month when **Hudson Soft** releases its multi-player adapter, the Multi-tap, on its own without Super Bomberman. Games like Secret of Mana and Madden NFL '94 take on a whole new flavor when played as multi-player games.

SUPER ALFRED CHICKEN

FUTURE GAMES

FOR THE

SUPER NES

Name	Approximate Release
Alfred Chicken	Winter '94
Beauty And The Beast	Winter '94
Bugs Bunny: Rabbit Rampage	Winter '94
Choplifter III	Winter '94
Claymates	Winter '94
Flashback	Winter '94
Jungle Book	Winter '94
Lester The Unlikely	Winter '93
Lord of the Rings	Winter '94
Metal Marines	Winter '94
Mickey's Ultimate Challenge	Winter '94
NBA Jam	Winter '94
NFL Quarterback Club	Winter '94
Pink Goes To Hollywood	Winter '94
RoboCop Vs. The Terminator	Winter '94
Soldiers Of Fortune	Winter '94
Speedy Gonzales	Winter '94
Star Trek: The Next Generation	Winter '94
Super Battletank 2	Winter '94
T2 The Arcade Game	Winter '94
TMNT Tournament Fighter	Winter '94
Turn And Burn: No Fly Zone	Winter '94
Winter Olympics Games	Winter '94
Wolfenstein 3-D	Winter '94
X-Kaliber	Winter '94
Young Merlin	Winter '94

GAME BOY

Batman: The Animated Series	Winter '94
F-1 Pole Position	Winter '94
Itchy & Scratchy: Teed Off	Spring'94
John Madden Football	Spring'94
Tetris 2	Winter '94
TMNT 3	Winter '94

NES

Alfred Chicken	Winter '94
Asterix	Winter '94
Chip 'N Dale Rescue Rangers 2	Winter '94
Ren & Stimpy: Buckeroo$	Winter '94

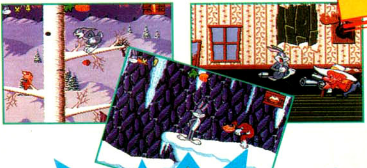
NEXT ISSUE

COMING IN FEBRUARY, VOLUME 57

CATCH THE LATEST SUPER NES REVIEWS

- ★ Bugs Bunny: Rabbit Rampage
- ★ Inspector Gadget
- ★ Lester the Unlikely
- ★ Skyblazer
- ★ Choplifter III

Next month brings you some high powered games, including the visually stunning Bugs Bunny Rabbit Rampage. If you enjoyed watching Warner Bros. cartoons, you're going to love this game!



New Alien³ Code

Having trouble finishing off the Mother Alien when you're clearing out the Colony? Next month you can get the code that will solve that problem once and for all!

In Next Month's Classified Information

ALL NEW SPORTS SCENE

With the snow falling in the mountains, and the ski slopes in full swing, next month is the perfect time to show off the latest winter sports games! Whether you like to hit the ice or shred the slopes, the action is here next month.

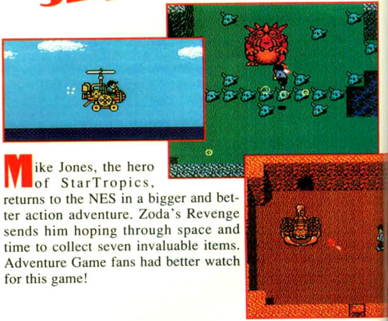
Don't Miss It!

HOT GAME BOY TITLES

- Spider-Man & The X-Men in Arcades Revenge
- The Simpsons: Bart & the Beanstalk

NEWS FLASH!

STARTROPICS SEQUEL ARRIVES



Mike Jones, the hero of StarTropics, returns to the NES in a bigger and better action adventure. Zoda's Revenge sends him hoping through space and time to collect seven invaluable items. Adventure Game fans had better watch for this game!

NEW POWER PLAYER'S CHALLENGE

So you think you're a pretty good game player? Well here is your chance to prove it! Post your scores against other players and you may gain fame and glory.

Check out next month's Super Power Club Challenge!

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 48 (May. '93): The Lost Vikings, Shadowrun, Batman Returns, The Legend of Zelda: Link's Awakening, Zen Intergalactic Ninja (Game Boy), Ring Rage, Great Greed, Kirby's Adventure, Incredible Crash Dummies (NES), Super Turrican.
Volume 49 (June '93): B.O.B., Taz-mania, Super Casino Games, Yoshi's Cookie, Battletoads in Battlemaniacs, Battletoads in Ragnarok's World, Bubble Bobble 2 (Game Boy), Titus the Fox, Raging Fighter, Battletoads and Double Dragon, Fire 'n Ice.
Volume 50 (July '93): WWF Royal Rumble, Run Saber, E.V.O. The Search for Eden, Edutainment Games, Bubsy in Claws Encounters of the Furred Kind, The Legend of Zelda: Link's Awakening, Gargoyle's Quest II (Game Boy), T2: The Arcade Game, The Addams Family—Pugsley's Scavenger Hunt (NES), Mighty Final Fight, Bubble Bobble 2 (NES).
Volume 51 (Aug. '93): Street Fighter II Turbo, Zombies Ate My Neighbors, Alien^3 (Super NES), Goof Troop, Nigel Mansell's World Championship, Speedy Gonzalez, Star Trek: The Next Generation, 4-in-1 Funpak Vol. II, Jurassic Park (NES), King's Quest V.
Volume 52 (Sept. '93): Final Fight 2, The 7th Saga, Super Mario All-Stars, Rock 'N Roll Racing, Family Feud, Final Fantasy Legend III, Felix the Cat (Game Boy), Pinball Dreams, Indiana Jones & The Last Crusade, Tiny Toon Cartoon Workshop.
Volume 53 (Oct. '93): Super Empire Strikes Back, Mortal Kombat, Super Bomberman, Plok, Cool Spot, Pac-Attack, Wing Commander: The Secret Missions, Mortal Kombat (Game Boy), Sports Illustrated Championship, Jurassic Park (Game Boy), WWF King of the Ring, Lemmings (Game Boy), Battleship (NES), The Flintstones—The Surprise at Dinosaurs Peak.
Volume 54 (Nov. '93): The Secret of Mana, Super NES Sports, SimAnt, Aero the Acro-Bat, Jurassic Park (Super NES), ActRaiser 2, Ultima: Runes of Virtue II, Kirby's Pinball Land, Gear Works, T.M.N.T. Tournament Fighter (NES), Pac-Man/Ms. Pac-Man.
Volume 55 (Dec. '93): Disney's Aladdin, NHL Stanley Cup, Clay Fighter, Daffy Duck: The Marvin Missions, Battle Cars, Super Scope Roundup, Tom & Jerry: Frantic Antics (Game Boy), Mega Man VI (NES), Tetris 2 (NES).

SPECIAL OFFERS

Issues from our first three years are available in special collector's sets. You won't find these extremely helpful issues at newsstands!

Super Mario Bros. 2
Ninja Gaiden
Castlevania II-
Simon's Quest
Zelda II-The
Adventure of Link
TMNT

Volumes 1 through 6 featuring classic games are included in the First Year Set.

Mega Man II
Dragon Warrior
Super Mario Bros. 3
Batman
Tetris
Final Fantasy

Six of the most popular NES games of all time are featured in volumes 7 through 12.

Super Mario Bros. 3
Rescue Rangers
Ninja Gaiden II
Maniac Mansion
Final Fantasy
Dr. Mario
4-Player Extra

The Third Year Set (Vols. 13-19) carries on the Nintendo Power tradition of reviewing the very best games. It also includes our four popular Strategy Guide issues!

TIP BOOKS:

The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or MasterCard.

WHAT'S HOT?

MEGA MAN X MILK CAPS!

Only Super Power Club members received the limited edition Mega Man X milk caps. There are three different sets of six. As collectibles, milk caps are very much like trading cards. If you haven't started your milk cap collection yet, the Mega Man X set is a great place to start!

LAUNCH OCTOPUS
X
CHILL PENGUIN
FLAME MAMMOTH
ARMORED ARMADILLO
BOOMER KUWANGER
MEMBERS ONLY! EXCLUSIVE ITEM!
SUPER POWER CLUB

STACK 'EM
&
SMACK 'EM

HOW THE MILK CAP GAME IS PLAYED:

To play, you need milk caps or simulated milk caps referred to as "POGs." Two to six players work well for the game. All players agree to put a certain number of milk caps (usually four) into a straightened stack. The players then decide who will take the first turn. The first player takes a milk cap designated as a "slammer" and throws it down onto the milk cap stack. The player must release the slammer before it makes contact with the stack. The object of throwing the slammer down onto the stack is to flip over as many milk caps as possible. The player gets to keep any milk caps that are flipped over. The stack is then straightened out again and the next player takes his turn. The players take turns until the last cap has been flipped over. The players can also agree to play for a set number of rounds or time limit.

CATALOG NEWS

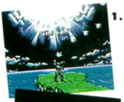
FALL/WINTER 93
SUPER POWER SUPER POWER SUPER POWER
SUPPLIES CATALOG

On page 14 of your Super Power Supplies catalog, the Classic Character Calendar can be found. It's one of the most original and special items in the whole catalog. It's really big and it's an excellent way to spruce up your wall! The rotating disc system is ultra-cool.

15 inches
SUPER POWER CLUB
JANUARY
STARFOX
'94

THE END

These seven screen shots were taken from the endings of popular Super NES games. What games are they from?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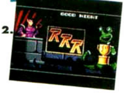

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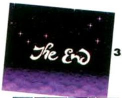

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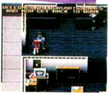
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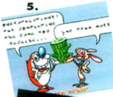
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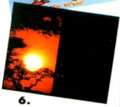
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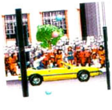
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ANSWER KEY:
1. ActRaiser 2
2. Rock N' Roll Racing
3. Disney's Aladdin
4. Zombies Ate My Neighbors
5. The Ren & Stimpy Show: Veediots
6. Wicked 18
7. Madden NFL '94

WAY
COOL

Super colors beat the competition.

Way more.

Power graphics drive excitement.

Way beyond.

Mega titles grab the gamers.

Way preferred.

Super NES. The only way to be.

Way Cool.

Nintendo®